CLASSIFIED

SPECIAL OPERATIONS MISSIONS
1940–2010

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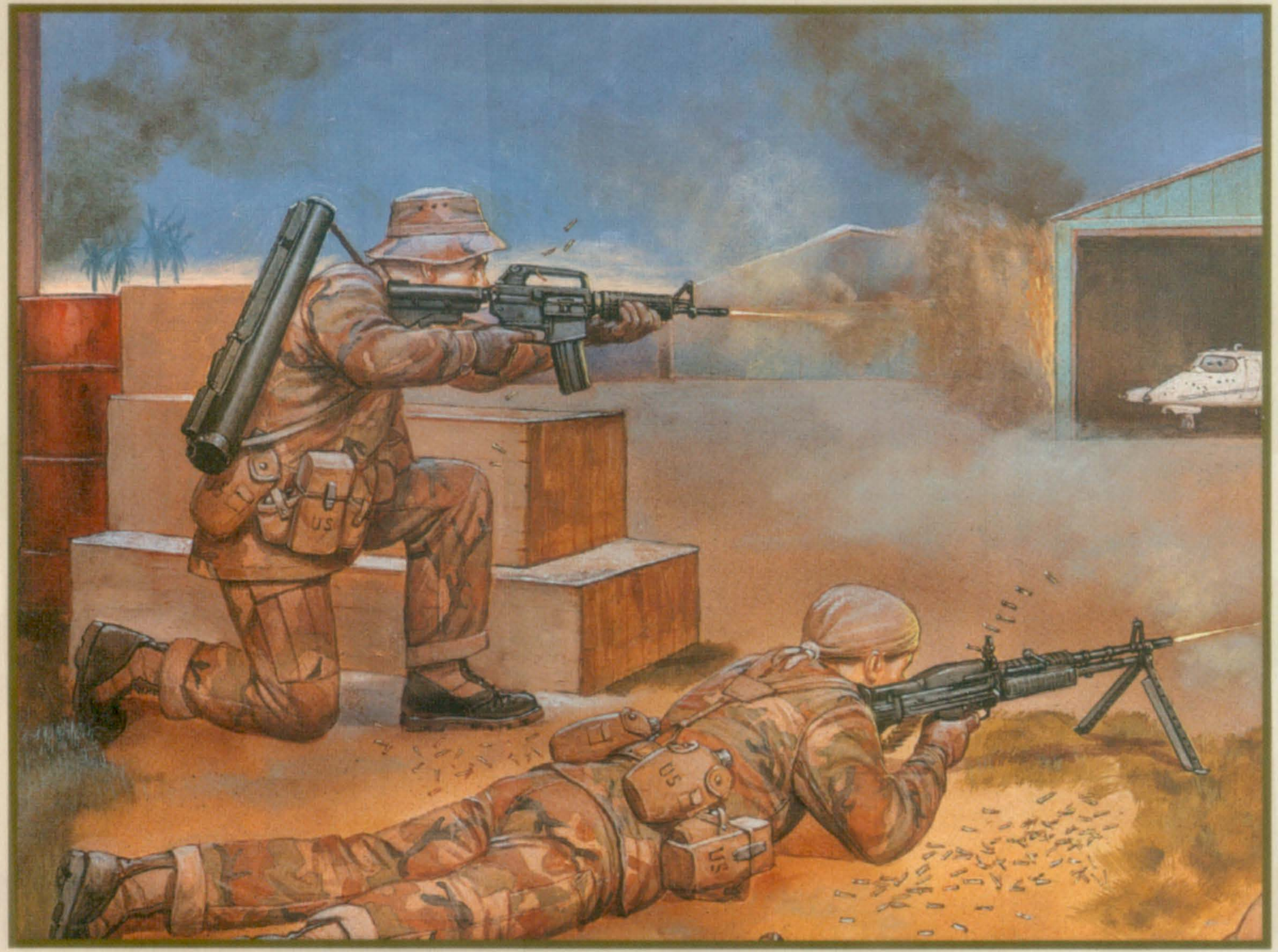

A FORCE ON FORCE COMPANION

AMBUSH ALLEY GAMES

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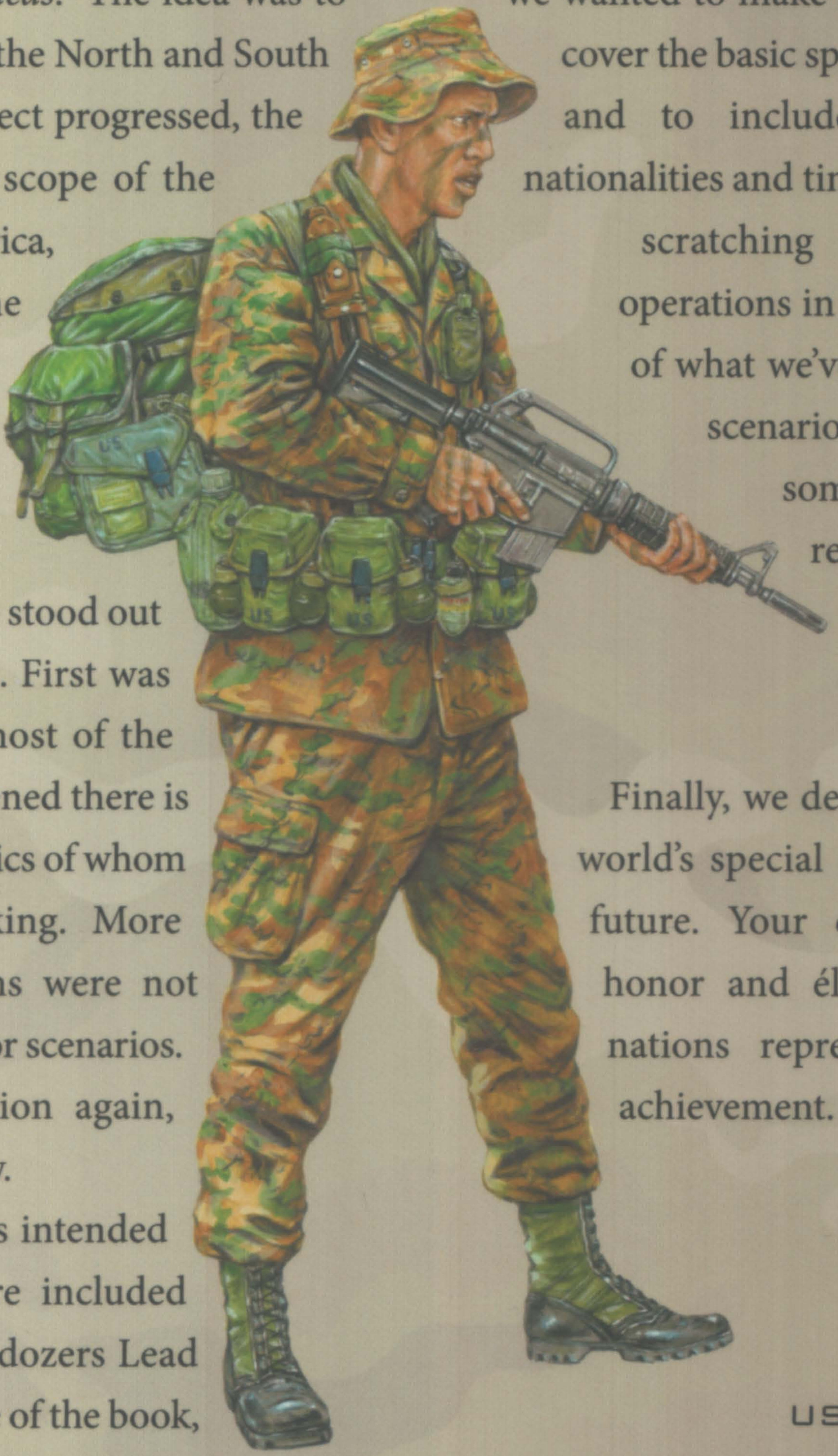
AUTHOR'S NOTES

It's been an interesting journey to get to the eighth supplement for *Force on Force*'s second edition. Originally, when we discussed the project with Osprey, it was entitled "*Wars of the Americas*." The idea was to cover major modern conflicts on the North and South American continents. As the project progressed, the decision was made to limit the scope of the project to Central and South America, and the working title became "*Contra: Wars of the Americas*." Off we went to immerse ourselves in the history of guerilla warfare and counter-insurgent operations since the Bay of Pigs. A few things stood out as we got deeper into the subject. First was the paucity of information on most of the conflicts. That "something" happened there is no doubt in most cases. The specifics of whom and with what are sorely lacking. More importantly, most of the actions were not "stand-up" fights and made for poor scenarios. As a result, we changed direction again, settling on the book you hold now.

A few of the original scenarios intended for the earlier book concept are included (e.g., SEALS on the Tarmac; Bulldozers Lead the Way). By broadening the scope of the book, we also found much more fertile ground for some very interesting scenarios, including our first published solitaire treatment (Bungle in the Jungle). One thing that we wanted to make sure we accomplished was to cover the basic special operations mission types and to include a number of different nationalities and time periods. While we are only scratching the surface of special operations in this supplement, we're proud of what we've put together. Several of the scenarios during playtesting produced some "decided on the final turn" results. Some produced laughter. We hope you have as much enjoyment playing as we did writing.

Finally, we dedicate this book to all of the world's special operators, past, present and future. Your quiet competence, bravery, honor and élan serving your respective nations represent the highest level of achievement. We are humbled.

Jim Roots, Lead Author



US LRRP, VIETNAM

INTRODUCTION

SPECIAL OPERATIONS AND WARGAMING

It's easy to get caught up in the thrill of elite troops performing daring missions, conducting swift strikes against crucial targets, or facing overwhelming odds with all the chips on the line. It's quite another thing to actually *game* such actions. When we first started *Classified* there were many blank stares and frankly, some doubts about what could be done on a tabletop.

Why? First, if a special operations mission is planned and executed well, it should be a pretty lopsided affair. The opposition should be tactically, if not strategically, surprised; the attacker is using speed, concentration of force at the point of attack and is focused on achieving the mission goals and getting out. If you stop to think about it, the real "derring-do" in many special operations missions is simply the sheer audacity of executing the mission. For example, in the famous Gran Sasso raid of September 1943, Otto Skorzeny was able to rescue Mussolini without firing a shot, yet many people hold this up as an example of special operations missions at their acme. This puts a burden on the would-be scenario designer to pick the types of actions carefully. In some cases, one simply has to turn a purely historical scenario into a hypothetical "what could have happened" if things hadn't gone according to plan.

IN THE EVOLVING WORLD OF MODERN WARFARE, SPECIAL OPERATORS OFTEN WORK SIDE-BY-SIDE WITH CONVENTIONAL FORCES. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

RANGERS AND DELTA BOYS ON THE GROUND IN SOMALIA, 1993. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Worse is the lack of information. Special operations are conducted in the utmost secrecy to preserve surprise, disguise intent and in some instances distance national interests from any culpability. There is a remarkable lack of information about force compositions, equipment and operational details about what really happened in all but the most publicized actions. Even many years after the fact, for reasons of national security or pride, details are slow to come to light. As a great example of missing information, take the Arab–Israeli conflicts from 1967 to 1973. There were dozens of commando actions executed by both sides, but very little hard facts are known about any of them. This is especially the case with the Egyptian and Syrian forces where there is virtually no source material in Arabic, let alone English. Accordingly, please take our force organizations in many of the scenarios with a grain of salt.

Nevertheless, one thing we are at Ambush Alley Games is stubborn. We pushed past the objections, the situational challenges and lack of information to create this book. Where there was a cakewalk result historically, we created alternative possibilities. If there was information, no matter how sketchy, we used it. Where there was no information, we extrapolated or in some cases fabricated out of thin air. Like our best-selling *Cold War Gone Hot* book, we have elected to put the scenarios into three categories: Historical, Generic and Hollywood. The positive feedback we have received from you, our fans, on having a wide variety of scenarios that embrace the solidly factual to the totally whimsical, made it an easy choice. The Historical scenarios are based on real actions (to the extent of what we know). The Generic scenarios represent typical or hypothetical missions conducted by many of the world's special operators. Feel free to substitute nationalities and TO&Es. The Hollywood section is exactly what you think: special operations missions from a fictional perspective.

Another point to address up front: why are there only two scenarios from World War II? Our current edition of *Force on Force* is well-suited to modern fireteam combat. When it comes down to it, there are a lot of assumptions about command, control and communications in how we treat modern combat that simply don't apply in World War II. It would take an entirely separate book to write the new assumptions and rules. The two scenarios in this book work well within the current system. Also, there are so many actions from World War II that we reserve the right to put them in their own dedicated treatment.

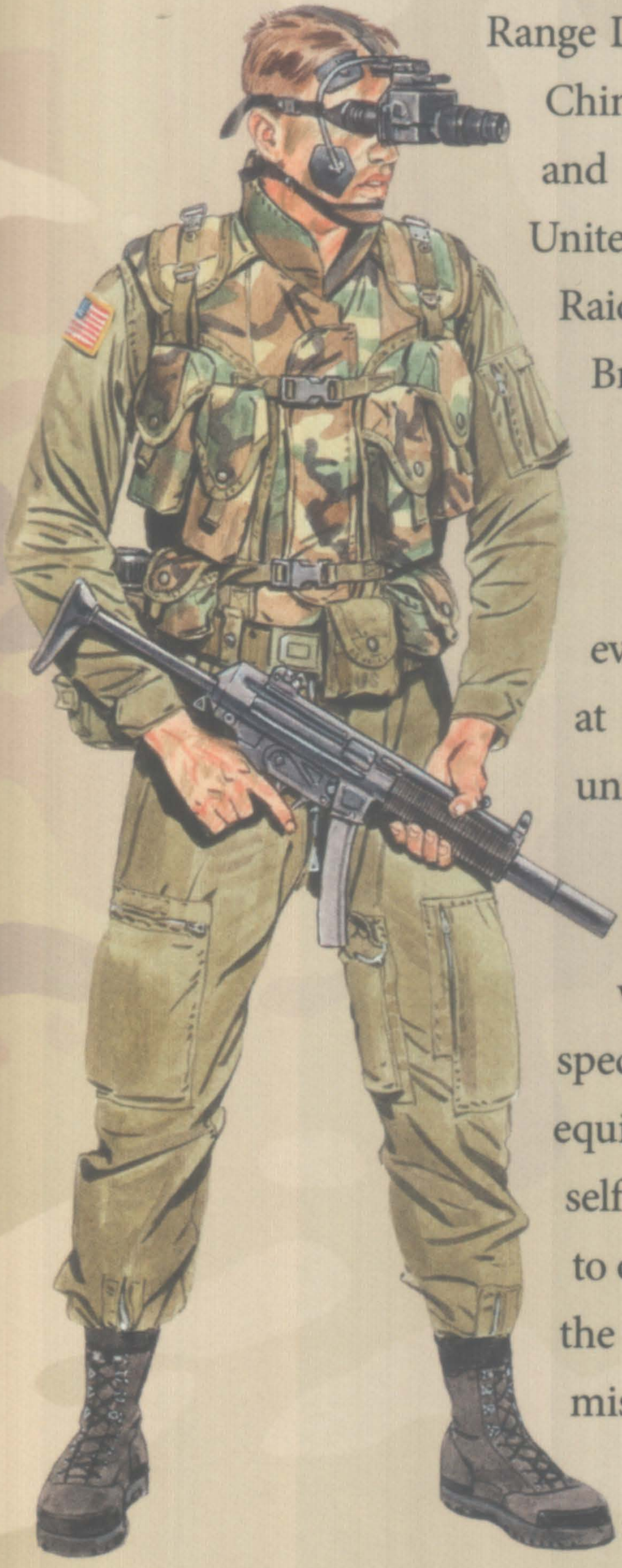
WHAT MAKES AN OPERATION SPECIAL

Unconventional. Low-intensity. Commando. Elite. These words are often used interchangeably with the word "special" when describing operations that involve a small force using the principles of surprise, speed and violent action to achieve objectives where traditional or conventional forces would not succeed. Special operations may be conducted independently of conventional forces, but are often used in conjunction with them, especially during times of high-intensity conflict.

The first use of special forces probably dates back to the caveman era, when Ogg first used an obsidian-tipped spear while everyone else was using clubs. (No, we don't have a source for this). We certainly can call Odysseus and his force of Achaeans hidden in the Trojan Horse as a definitive early example of special operations. One can point to Japanese *ninjas*, Roger's Rangers during the French & Indian War, Lord Lovat's scouts during the Boer War and many other examples of elite forces specifically trained for roles outside the main line of battle, but most pundits assert that the birth of modern special operations occurred in World War II.

It takes more than a fancy beret to be an SOF operator. (Photo: Matt Hingley. Miniatures: Elhiem Figures)

As with all innovations during intense conflict, the concept of elite units trained for special missions falling outside the scope of traditional combat operations seemed to spring to life simultaneously in most of the major combatants of World War II. Germany utilized its Brandenburg commandos in 1939 and 1940 for infiltration, intelligence gathering and sabotage against Poland, France and Russia. Otto Skorzeny was perhaps the best-known special operator (although the term "special operations" did not come into general use until long after the war) for his exploits in Yugoslavia, Italy and Belgium. The success of the British Commandos for coastal raiding eventually led to the formation of the well-known Special Air Service (SAS), Special Boat Service (SBS), the Long Range Desert Group (LRDG), the Chindits, No. 10 Commando, and other famous units. The United States created its Marine Raiders, Army Rangers, Devil's Brigade (with Canada), and Alamo Scouts. *Teishin Shudan* was Japan's first raiding group. Nearly every nation participating had at least one unconventional unit by the end of the conflict. The common elements to all these forces were select recruitment, specialized training, unique equipment or capabilities and self-dependency, or the ability to operate without support for the duration of the task or mission. The predominant missions were raiding and sabotage. These early special operations forces were usually deployed in larger numbers than today, simply because firepower, communications and capabilities were less evolved. Larger numbers were required simply to insure mission success, although at the cost of reduced flexibility, speed and in some cases, surprise.



US DELTA FORCE

MODERN US SOF TROOPS OFTEN ADOPT A RATHER INDIVIDUALISTIC DISREGARD FOR UNIFORMS WHILE WORKING IN-COUNTRY. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Today's special forces trace their lineage to these early formations. Present day special operations forces have evolved, however, into more specialized capabilities while technology has created the means for a small number of men to accomplish much bigger things even more quickly. With the massive increase in intelligence-gathering capabilities resulting from satellites and other ELINT activities, armed with automatic weapons employing sophisticated optics and targeting systems, transported to battle via stealthy submarines and helicopters, today's special operations fireteam is the equivalent of a platoon or company of their predecessors, not to mention the benefits that come from the reduced footprint of a smaller team.

SPECIAL OPERATORS WITH "EYES ON" DURING A SPECIAL RECONNAISSANCE MISSION. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

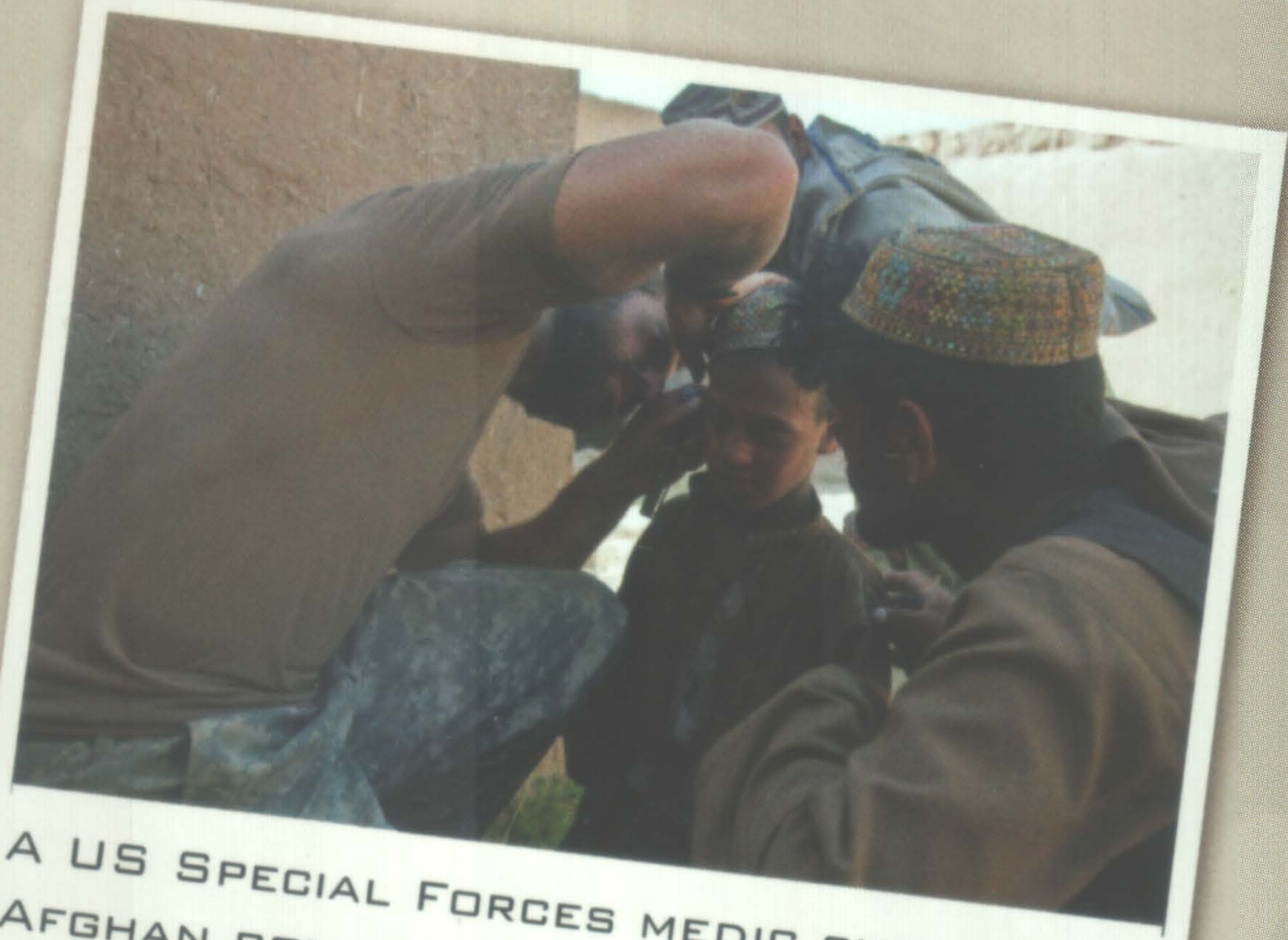
TYPES OF MISSIONS

A simple truth of special operations missions is that they are all unique. Each situation calls for a different solution involving a specific combination of men, skills, equipment, transport and support. In today's modern interconnected world of multiple nationalities, militaries, agencies and coalitions, it has never been truer. Simply look at the number of different types of special forces operating in Iraq or Afghanistan over the past few years. Most activities undertaken by today's special operations forces fall into broadly definable categories. The US Dept. of Defense (DOD) defines the following activities as the "primary missions" of US special operations forces:

- Counter-Proliferation (CP) missions. Special operations forces are key part of the US strategy to slow or prevent the development and proliferation of weapons of mass destruction (WMDs). They provide the DOD with an agile response force capable of reacting to any hot-spot in the world to seize, recover, disable, or destroy WMDs or the technology to create them.
- Missions to Combat Terrorism (CT). Special operations forces provide the DOD with access to the special skills required to identify, deter, prevent, or react to acts of terrorism.
- Foreign Internal Defense (FID) missions. Special operations forces can be fielded by the DOD to provide much needed training, counsel, and organization to the military or paramilitary organizations supporting the legitimate government of a host nation, so that nation's citizenry can look to their own government to keep the peace and protect them from foreign aggression or internal insurgencies.
- Special Reconnaissance (SD) missions. Special operations forces can be deployed to conduct reconnaissance and surveillance to determine the capabilities and intentions of potentially hostile groups or nations. Despite the increase in intelligence from electronic sources like satellites or reconnaissance drones, in many instances, there is no substitute for "eyes on" observation from boots on the ground. Many special operations missions are simply the clandestine insertion of a small group of operators inside hostile territory to report back on

DIRECT ACTION MISSIONS ARE CARRIED OUT WITH SPEED AND OVERWHELMING FORCE. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES) enemy activities and intentions. The types of intelligence gathered may include the obvious things like target acquisition and post-strike reconnaissance data, but may also target meteorological, hydrographic, demographic and geologic data.

- Direct Action (DA) missions. These are exactly what they say: direct actions against the enemy. They represent attacks against installations, equipment, units or individuals utilizing any means necessary, from conventional small arms to demolitions. These actions may be carried out with conventional forces or independently. These types of missions may include raids, ambushes, targeting (designation/illumination for precision-guided munitions), sabotage, or standoff attacks using air, ground or naval platforms. Most of the scenarios in this book represent DA missions.
- Psychological Operations (PSYOP). Special operations forces are trained to conduct operations designed to manipulate the local population's opinion and emotional responses to the benefit of the US or a host nation's legitimate government. Psyops may be targeted at the population of a given region, particular social groups, or even specific individuals.
- Civil Affairs (CA) missions. Derring-do and deadly marksmanship aren't the only things that make an operational force "special." Many special operations forces are also highly trained in disciplines that can be utilized to improve a local population's quality of life. They often put these skills to use, along with a facility for relating to the needs of the local population, to provide an effective liaison between the US military/political leadership and the local population.
- Unconditional Warfare (UW) missions. US special operations forces, especially the legendary US Army Special Forces (the Green Berets) are often tasked with organizing, training, equipping, advising and even fighting beside indigenous forces in a combat zone for an extended period of time.



A US Special Forces medic checks an Afghan boy for an ear infection in Uruzgan, Afghanistan in 2010. (Spc. Nicholas T. Lloyd, Combined Joint Special Forces Task Force Afghanistan)

- Information Warfare (IW) missions. In recent years, special operations forces have been called upon to assist in achieving information superiority over opposing forces through the use of disinformation, direct or indirect attacks on the information infrastructure, or the disruption of communication nodes.

The US Department of Defense also identifies several "collateral activities" that fall under the purview of special operations forces. These include coalition support, humanitarian assistance, security assistance, combat search and rescue (CSAR), countermining, counter drug activities, and peace operations. They also include the innocuous sounding "special activities," which include operations that must be conducted in such a way that they cannot be traced back to the US President or Congress – such missions are generally only performed at the behest of the president himself via an executive order

As is obvious by the nature of the missions they are tasked with, special operations forces are comparable to a surgical instrument. When used as intended, they are far more effective than a far larger conventional force. Unfortunately, this truism has been over-extended in the last decade or so, sometimes leading to situation where special operations forces were deployed in roles better suited to conventional forces or conventional forces have been expected to perform as if they were special operations units. Such situations have rarely produced desirable outcomes, even where they didn't end in failure.

It is important to remember that even though our hobby tends to focus on the combat capabilities of special operations forces (and those capabilities are uniformly impressive), such troops are far more than super-lethal commandos torn from an action movie: In most militaries, these men are consummate professionals who are expected to be masters of multiple disciplines, ranging from weaponry and tactics, to medicine and civil engineering. The agility of the special operator's mind is far more useful to his nation than the dexterity of his trigger finger.

ABOUT THE SCENARIOS IN THIS BOOK

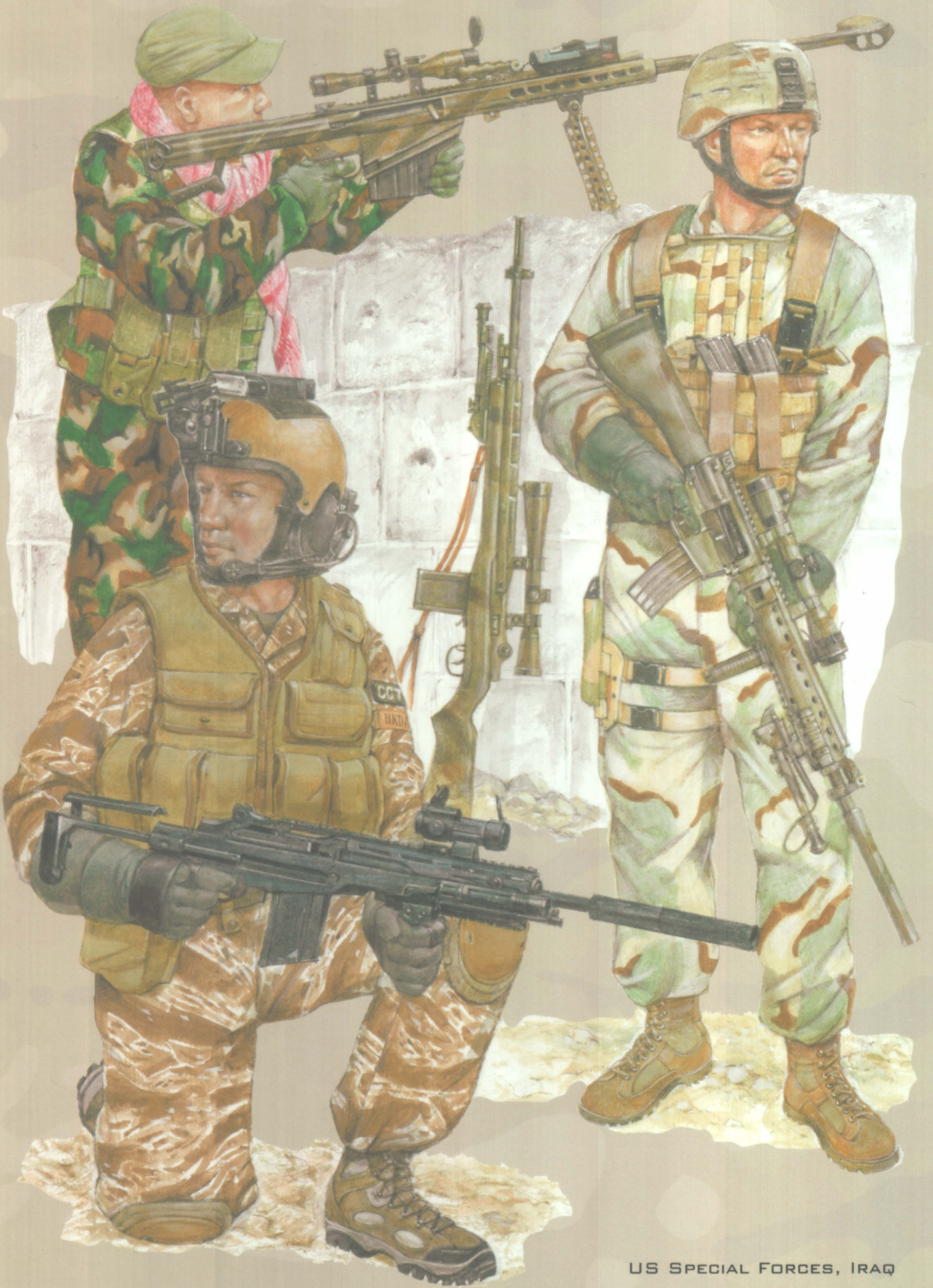
As stated earlier, we've opted to divide this book into three sections:

- **Historical Scenarios:** These are scenarios ripped from the pages of military history. We've chosen several historical incidents that shine the spotlight on the SpecOps soldier's ability to manage chaos and prevail when everything around him is failing to go as planned and/or feature the sort of lightning-fast, in-and-out that characterizes most special operations missions.
- **Generic Scenarios:** These scenarios represent hypothetical situations designed to evoke the sort of precision missions with which special operations forces are often tasked. Most of these scenarios would be classified as DA or Direct Action missions. Most of the missions presented in this section are purposefully vague regarding their exact locations or the nationality of the forces involved to allow you to press them into service for your favorite special operations organization with the least possible effort. Others focus on special operations forces other than "the usual suspects."
- **Hollywood Scenarios:** These scenarios put the Hollywood spin on special operators and their missions. They have little or no relationship with reality and are presented here purely for your entertainment. We hope you'll recognize the films we're paying homage to (or ridiculing, as the case may be) and have a little fun playing along with us!

A QUICK NOTE ON DIFFERENCES IN THIS COMPANION BOOK

If you've picked up our other companion books, you'll probably notice that a couple of sections are missing from this book: *Sample Organizations* and *Sample Vehicles*.

We opted to leave the *Sample Organizations* chapter out of this book for a couple of reasons. First, and of primary importance, is the fact that most special operations units operate on a mission based footing. While they certainly have an "on paper" Table of Organization and Equipment (the TO&Es so loved by historical gamers), the book goes out the door when planning a mission. One feature that seems to strongly



US Special Forces, Iraq

US Navy SEALs in action. (Photo: Matt Hingley. Miniatures: Elhiem Figures)

characterize special operations forces is their ability to apply the best resources to a mission. The special operations toolbox contains a lot more than a hammer. The second reason arises from another common attribute of special operations forces: secrecy. These guys play it very close to the chest because their lives depend on it. As a result, there's very little solid information available describing even the paper organization of the world's special operations forces.

Sample Vehicles is missing for an even simpler reason – we've pretty much described all the vehicles commonly used by various special operations forces in our previous books and you can find a full set of suggested vehicle ratings in the Downloads section of our website (ambushalleygames/resources/downloads).

To make it up to you, we've included a chapter describing attributes common to special operations units and a chapter describing some of the world's foremost special forces organizations and their recent activities.

A Note on SNAFU Tables

While a Fog of War deck can be tailored to prevent such unwanted events as a main battle tank rolling up in support of a black covert mission far behind enemy lines by simply removing cards, we didn't want the prospect of a large number of Fog of War events overwhelming some of the scenarios, given that special operations are often smaller and more focused than the average Force on Force scenario and suffer less from the larger battlefield around the scenario "bleeding over." So, for some scenarios, we've added SNAFU tables to represent fog and friction of war rather than the normal Fog of War card draws. These tables are designed specifically for the scenario so they should feel right.

Personal preference may come into play in the frequency with which they occur. As written they occur every turn automatically from the second turn onwards (with duplicate results counting as nothing). Those who want to tone it down are encouraged to roll a D6 with a 50/50 chance of the event occurring. Those who want to keep the rate up but vary the timing could have it occur the first time a 1 is rolled during a reaction test each turn.

SPECIAL RULES FOR SPECIAL OPERATIONS FORCES (SOF)

SOF TROOP QUALITY, CONFIDENCE, SUPPLY & MORALE

While special operations forces (SOF) differ greatly from one another due to different primary missions, differing approaches to those missions, cultural variations, military tradition, etc., the type of person who prospers in their ranks is fairly universal. They must be physically tough, of course, but beyond that, successful SOF operators tend to be well-grounded folks with a solid sense of self. They adapt to changing situations quickly and, while team oriented, they are also highly self-motivated. These mental characteristics are necessary if they are to perform missions that must be executed with minimal outside supervision or support – no amount of physical conditioning can make up for their lack.

In game terms, special operations units tend to have Troop Quality ratings in the D8 to (rarely) D12 range. Their training and personal character almost guarantees that they have High Confidence and, since they are usually the very sharpest point of their nation's spear, they also tend to be granted Abundant Supplies. Special operations units normally have a high Morale value (D10 to D12), but operators are just men and their Morale can and will dip if they are tired, poorly led, or combat shocked, so scenarios may depict them with Morale values as low as D6..

A LRRP MAKES CONTACT FROM DEEP IN THE BUSH. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

TYPICAL SPECIAL OPS UNIT ATTRIBUTES

Most SOF units will have some or all of the basic Unit Attributes listed below (scenarios or specific organization descriptions will indicate which Attributes a unit possesses):

- Advanced First Aid Training (ALS)
- Designated Marksman (DMR)
- Elusive
- Forward Observer (FO)
- Indigenous Scout
- Interpreter
- Medic
- Pointman

TYPICAL SPECIAL OPS UNIT CHARACTERISTICS

	Troop Quality	Confidence Level	Supply Level	Morale
Typical Value or Range of Values:	D8 to (rarely) D12	High	Abundant	D10 to D12

An SOF sniper team armed with a .50 Barrett M82 sniper rifle. (Photo: Matt Hingley. Miniatures: Elhiem Figures)

- Special Teams (Weapon Team & Sniper Team)
- Stealthy
- Terminal Air Controller (TAC)

Some new attributes that pertain primarily to special ops units include:

Inspiring

The very presence of some units on the battlefield reassures and motivates their comrades. Friendly units receive a one level Confidence boost as long as they are within line of sight of an Inspiring unit.

Intimidating

Some units are intimidating to their enemies, either through reputation or proven combat capability. Being attacked by such a unit has the same effect as being attacked by an Intimidating Weapon.

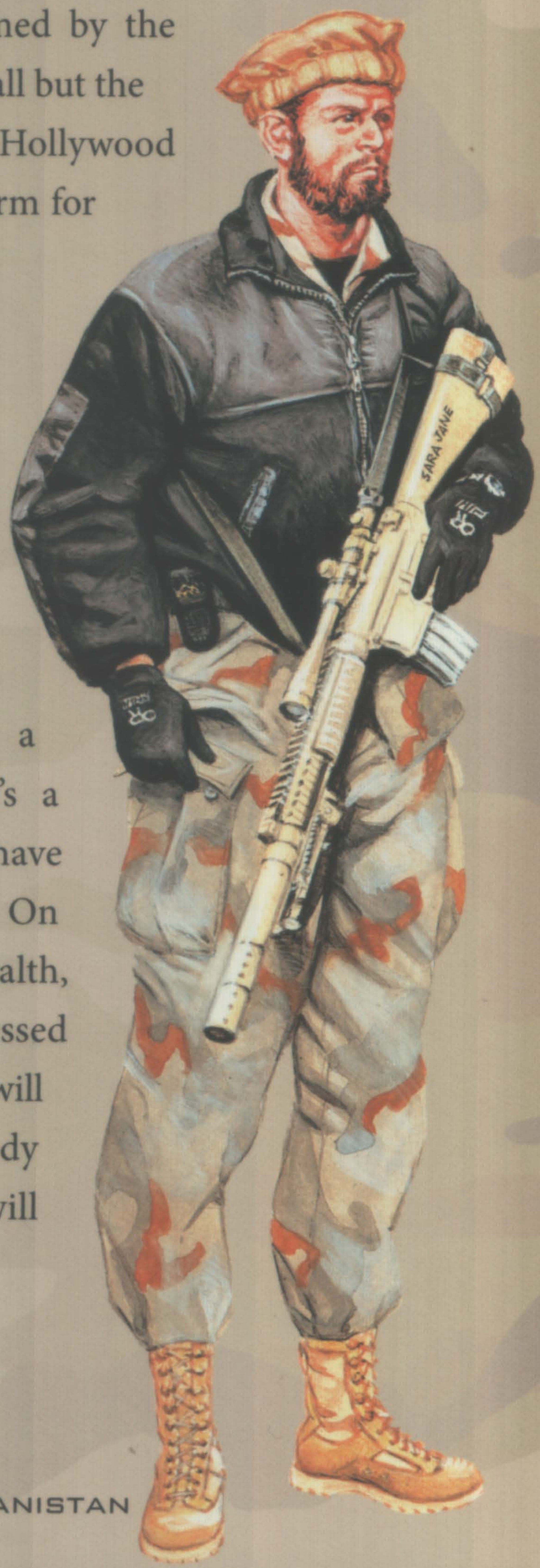
Under some circumstances (which normally occur nowhere other than a Hollywood soundstage), special operations units may also have this "Hollywood" Unit Attribute:

Hard to Kill

Some troops are just plain hard to kill. When such a unit takes casualties, a Survival Roll is immediately made for each casualty. If the casualty rolls a 4+ on their survival die, they are unhurt – they are not counted as casualties for purposes of morale or casualty penalties and are not required to make a First Aid Check. If their roll is less than a 4, they are treated as a normal casualty. The survival die type can range from D6 to D12 and is determined by the scenario description. In all but the most over-the-top of Hollywood treatments, D6 is the norm for survival die value.

TYPICAL GEAR FOR A SPECIAL OPS UNIT

SOF organizations generally have access to the best kit to ensure a mission's success. If it's a night mission, they'll have night vision devices. On missions requiring stealth, they'll have suppressed weapons. SpecOps units will nearly always have body armor. Scenarios will indicate exactly what kit units have available.



US Army ODA, Afghanistan

SCENARIOS

Since *Force on Force* doesn't use point balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply.

As stated previously, *Force on Force* is a scenario-driven game. As such, the winner and loser of a match are determined by the victory conditions of the scenario they are playing. Towards this end, each *Force on Force* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

SOF TROOPS MUST BE ADEPT AT WORKING IN SMALL TEAMS, FAR FROM DIRECT SUPERVISION. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

MARGIN OF VICTORY TABLE

Difference of 0–4 points = Indecisive
Difference of 5–9 points = Marginal
Difference of 10–14 points = Decisive
Different of 15+ points = Total

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

REGULAR VICTORY POINTS

Major objective completed = 5pts
Minor objective completed = 2pts
Per Hot Spot neutralized = 3pts
No friendly POWs at game end = 5pts
Per POW captured = 1pt
Per enemy infantry unit reduced below half strength = 1pt
Per enemy vehicle disabled/destroyed = 2pts
Per enemy tank disabled/destroyed = 3pts
Per Irregular unit broken = 1pt

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

A NOTE ON TABLE SIZE, RANGES & MEASUREMENTS

While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play *Force on Force* on any size table with any size figures you choose!

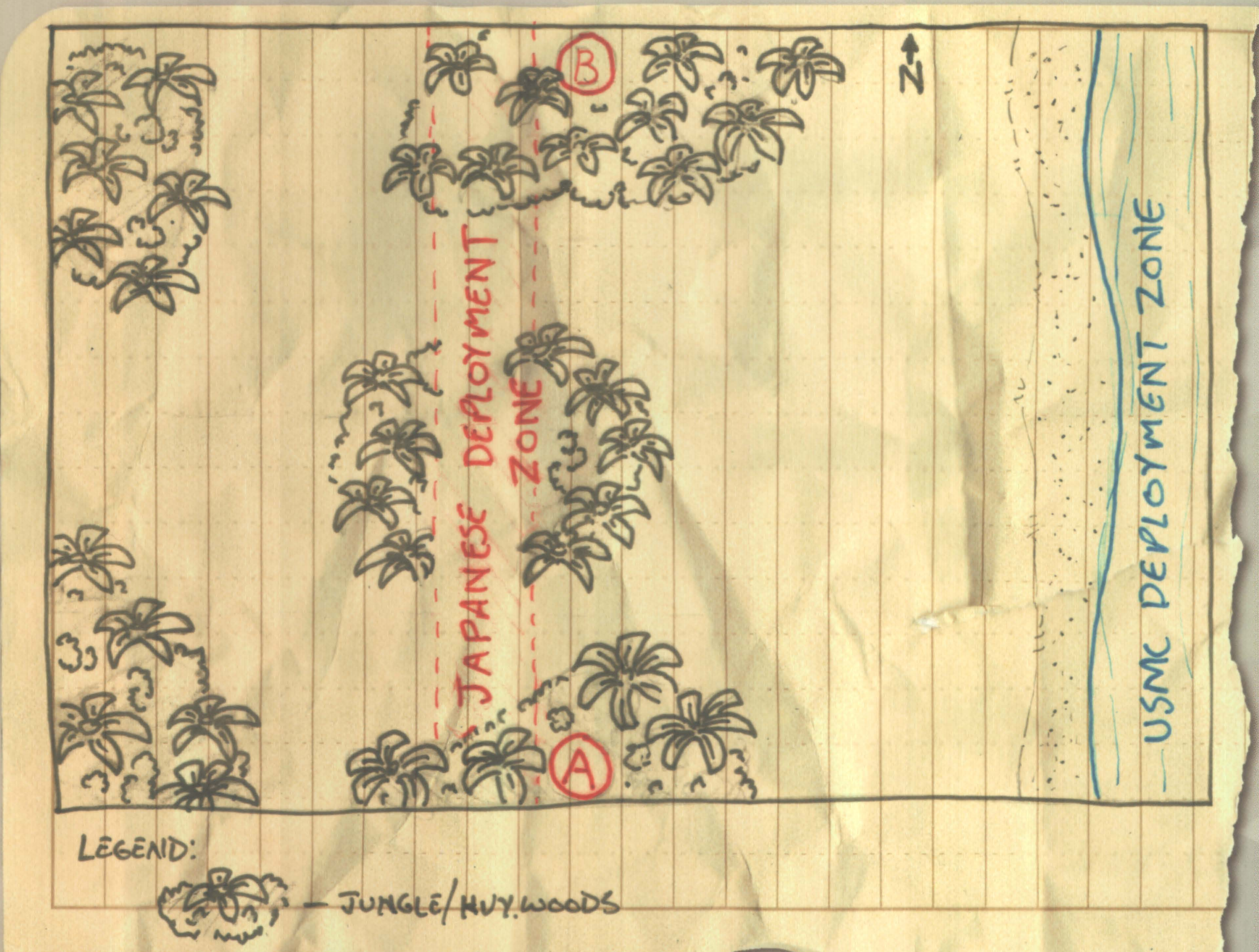
HISTORICAL SCENARIOS

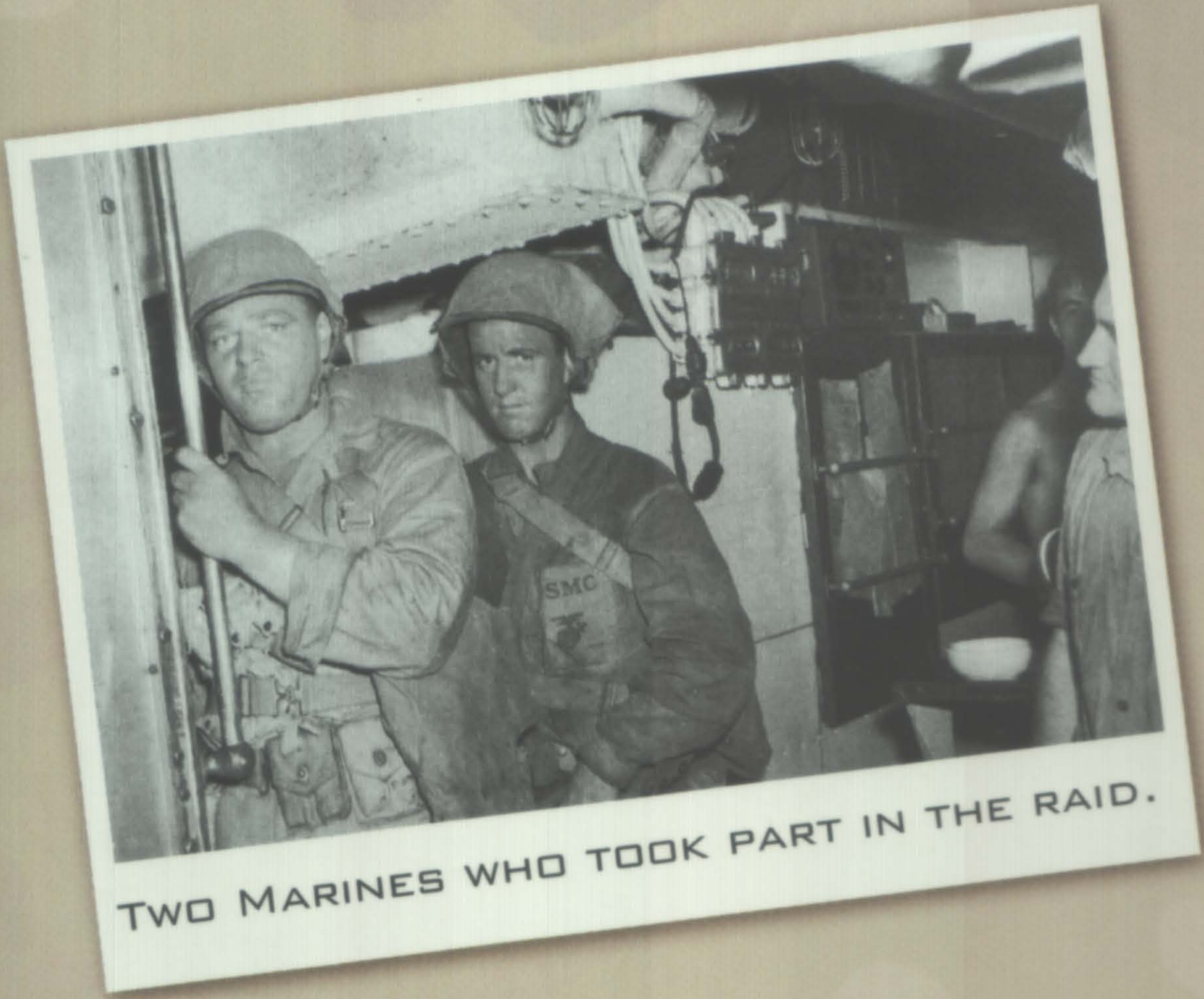
RAIDERS ON MAKIN ISLAND

With the USMC 2nd Raider Battalion, Makin Island, 17–18 August 1942

By Jim Roots

In one of the first special forces operations of World War II for the United States, Carlson's USMC 2nd Raider Battalion was tasked with hitting Makin Island (known today as Butaritari Island), ostensibly to gather intelligence and draw attention away from the Marine landings on Guadalcanal. The island was a Japanese-occupied seaplane base and was defended by a small force of naval aviation personnel. At the last minute, Carlson decided to switch landing beaches, which proved unfortunate, as the force would have met little opposition in the original landing site. Instead, the Raiders soon met stiff resistance from machine guns, sniper fire and several banzai charges. One bright spot was Lt. Oscar Peatross, who did not receive word of the change in landing beaches and who ended up with a squad of 12 men in the rear of the Japanese positions...





TWO MARINES WHO TOOK PART IN THE RAID.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: USMC for entire scenario

Fog of War: Suspended for this scenario

Terrain: Jungle (heavy woods) with some clearings as indicated on map

Table Size: 2'x3'

- A & B: Banzai charge entry points

USMC RAIDER MISSION

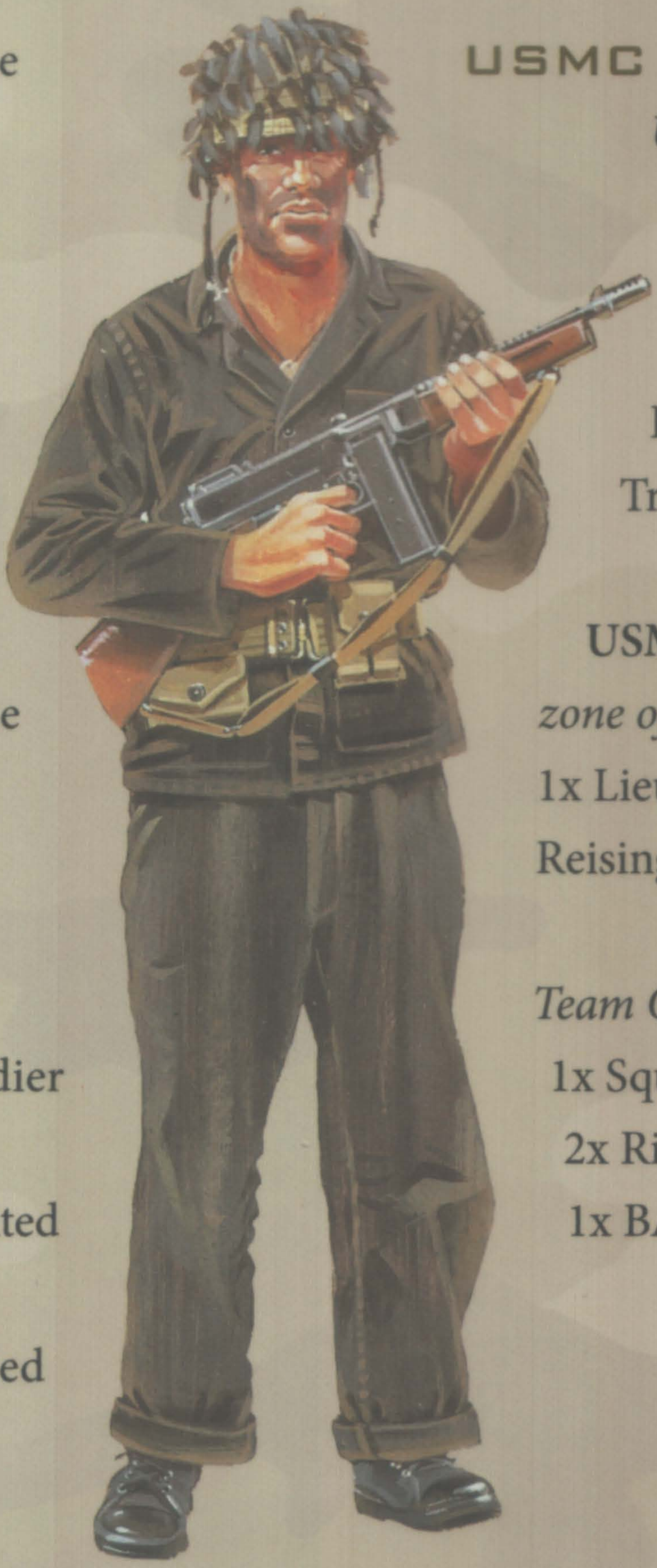
The USMC Raider player must inflict as many casualties as possible, and attempt to exit from the west edge of the board.

USMC RAIDER VICTORY POINTS

- Per Japanese Naval Aviation soldier killed: 1pt
- Per starting force USMC Raider exited off west board edge: 1pt
- Per Japanese MG team eliminated (additional bonus): 1pt

US MARINE RAIDERS POURING IT ON! (PHOTO: PIERS BRAND)

Note: starting forces are those deployed on the board at the beginning of the game.



USMC RAIDER

USMC RAIDER FORCES

USMC Raider Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8

USMC Raider 1st Squad *(located in shaded zone of east board edge)*

1x Lieutenant (Platoon Leader) w/M50 Reising SMG

Team One

1x Squad Leader w/M50 Reising SMG

2x Riflemen w/M1 Garand

1x BAR Automatic Rifleman (Lt. AP:1/AT:0)

Team Two
3x Riflemen w/M1 Garand
1x BAR Automatic Rifleman (Lt. AP:1/AT:0)

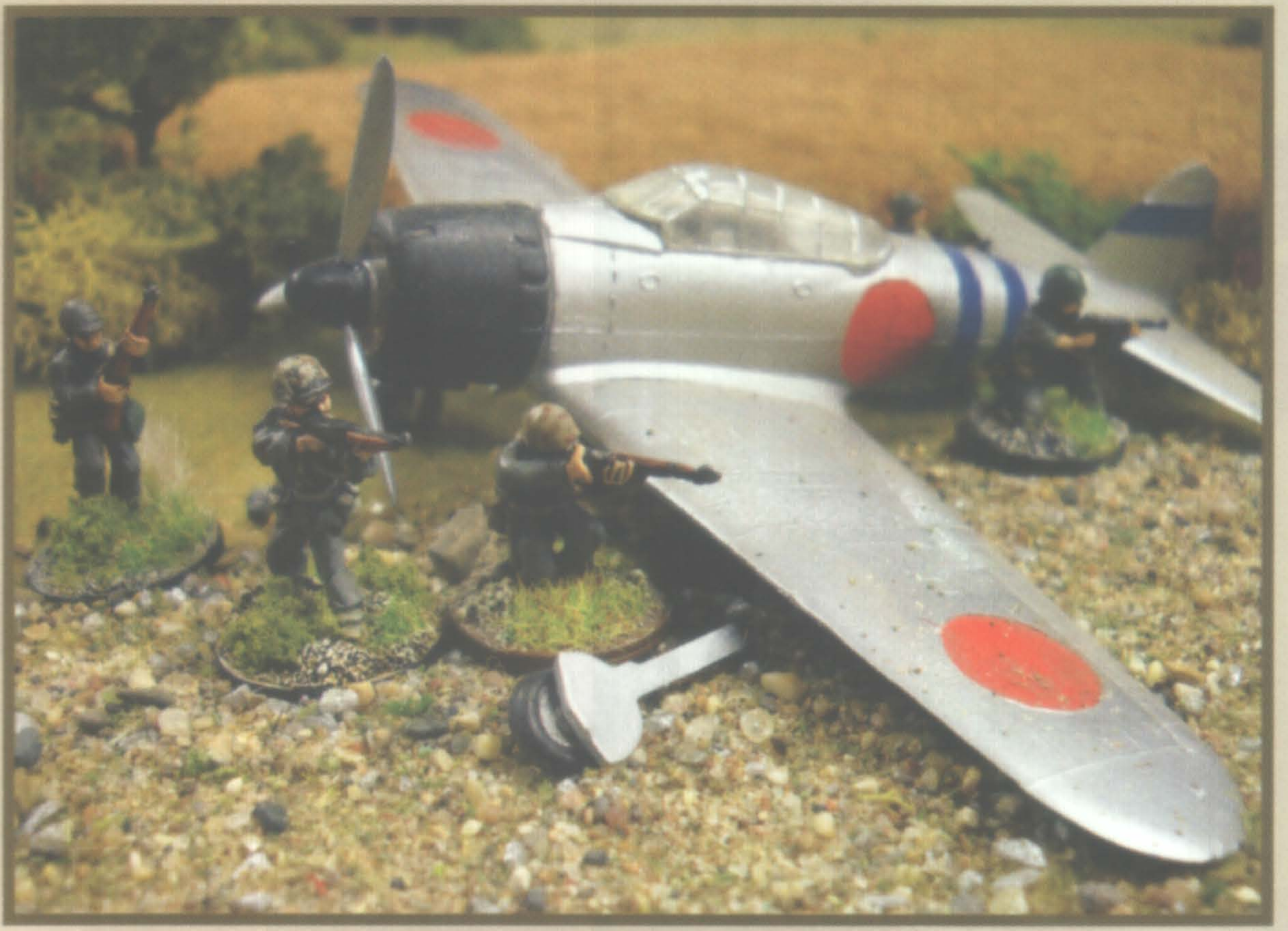
Team Three
3x Riflemen w/M1 Garand
1x BAR Automatic Rifleman (Lt. AP:1/AT:0)

JAPANESE NAVAL AVIATION PERSONNEL MISSION

The Japanese Naval Aviation player must cause as many USMC casualties as possible in defense of the seaplane base.

JAPANESE NAVAL AVIATION PERSONNEL VICTORY POINTS

- Per USMC Raider soldier Seriously Wounded or Killed: 1pt
- No USMC Raider personnel exit west board edge: 5pts



RAIDERS RETURN FIRE FROM THE WRECKAGE OF A RUINED JAPANESE AIRCRAFT. (PHOTO: PIERS BRAND)

JAPANESE TROOPS LAUNCH A FEARSOME "BANZAI CHARGE!" (PHOTO: PIERS BRAND)

JAPANESE NAVAL AVIATION FORCES

Japanese Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D10

Japanese Naval Aviation Elements *(located in shaded area in middle of board)*
Group One
1x NCO w/Arisaka
6x Riflemen w/Arisakas

Group Two
1x NCO w/Arisaka
8x Riflemen w/Arisakas

Group Three
1x LMG Gunner w/Type 96 Nambu (Lt. AP:2/AT:0)
1x Assistant Gunner (group counts as weapons team)

Group Four
1x LMG Gunner w/Type 96 Nambu (Lt. AP:2/AT:0)
1x Assistant Gunner (group counts as weapons team)

Group Five
1x NCO w/Arisaka
7x Riflemen w/Arisakas

SPECIAL RULES

FOG OF WAR

Fog of War cards are suspended for this scenario.

JUNGLE

All Jungle on board is treated as Heavy Foliage Cover. For the purposes of this scenario, Japanese forces may move freely through Heavy Foliage Cover without penalty. USMC Raiders are restricted. See *Force on Force* pp.62–63. Additionally, Japanese forces starting in the Jungle may start *Hidden* (p.64) and use *Ambush* (pp.41–42) if desired.

OUTGUNNED

Because of the slow rate of fire/high jamming rate of Japanese machine guns and the clumsy nature of the *Arisaka* rifle, all Japanese forces are considered Outgunned for the duration of the scenario. See *Force on Force* pp.43-44.

BANZAI!

Once during the scenario, the Japanese player may declare a Banzai charge. This is resolved like a normal close assault charge, with the following changes. First, the Japanese player immediately gains reinforcements from dead figures equal to 1D10. These must be riflemen or leaders (no MG teams). These appear from either the north or south board edge (Japanese player discretion) at the indicated points (A & B on the map). They may participate in the charge as soon as they arrive. Second, the Japanese forces may charge more than one group at the same target *without having to form a larger group first*. This is an exception to the main *Force on Force* rules. Finally, no TQ check is necessary for the Japanese forces engaged in the charge.

REINFORCEMENTS

The USMC Raider player has a chance for Lt. Oscar Peatross' lost squad to appear on the west board edge. After the completion of Turn 3, roll 1D6. On a 1–2 result, Peatross' squad has moved in a different direction and will not arrive during this firefight. On a 5–6, Peatross' squad arrives anywhere along the west board edge and may be activated immediately. On a 3–4, roll again at the completion of the next turn.

HEADING TOWARD EXTRACTION

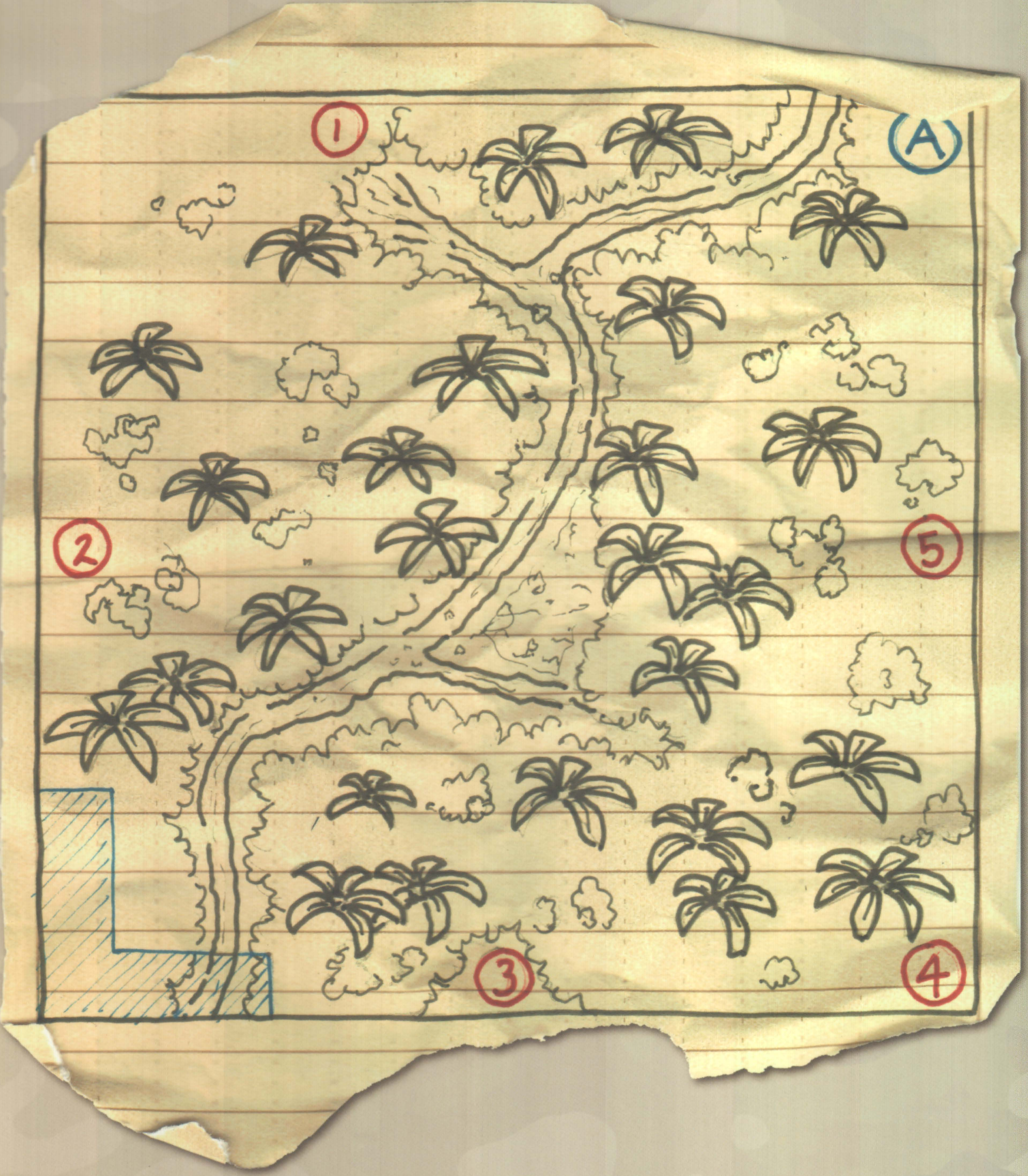
North of the DMZ, North Vietnam, 1969

By Jim Roots

The US Army Long Range Reconnaissance Patrols (LRRPs) penetrated deep behind enemy lines conducting surveillance, gathering intelligence, setting ambushes and performing highly specialized operations. These typically six-man teams were modeled after the Australian SASR units in training, methods and missions. This hypothetical scenario pits a team attempting to return to friendly lines against pursuit.

SCENARIO INFORMATION

Duration of Game: 12 Turns
Initiative: LRRP Team for entire scenario
Fog of War: As normally generated by Reaction Tests
Terrain: Jungle (treat as Heavy Foliage Cover per *Force on Force* main rules pp.62–63; units restricted to Tactical Movement and Half Optimal Range for targeting and fire) except for marked trail. Marked



trail is a clear terrain path 2" wide through the jungle.

Table Size: 4'x4'

- A: LRRP entry point
- 1–5: Hot Spots
- Shaded area: LRRP exit zone

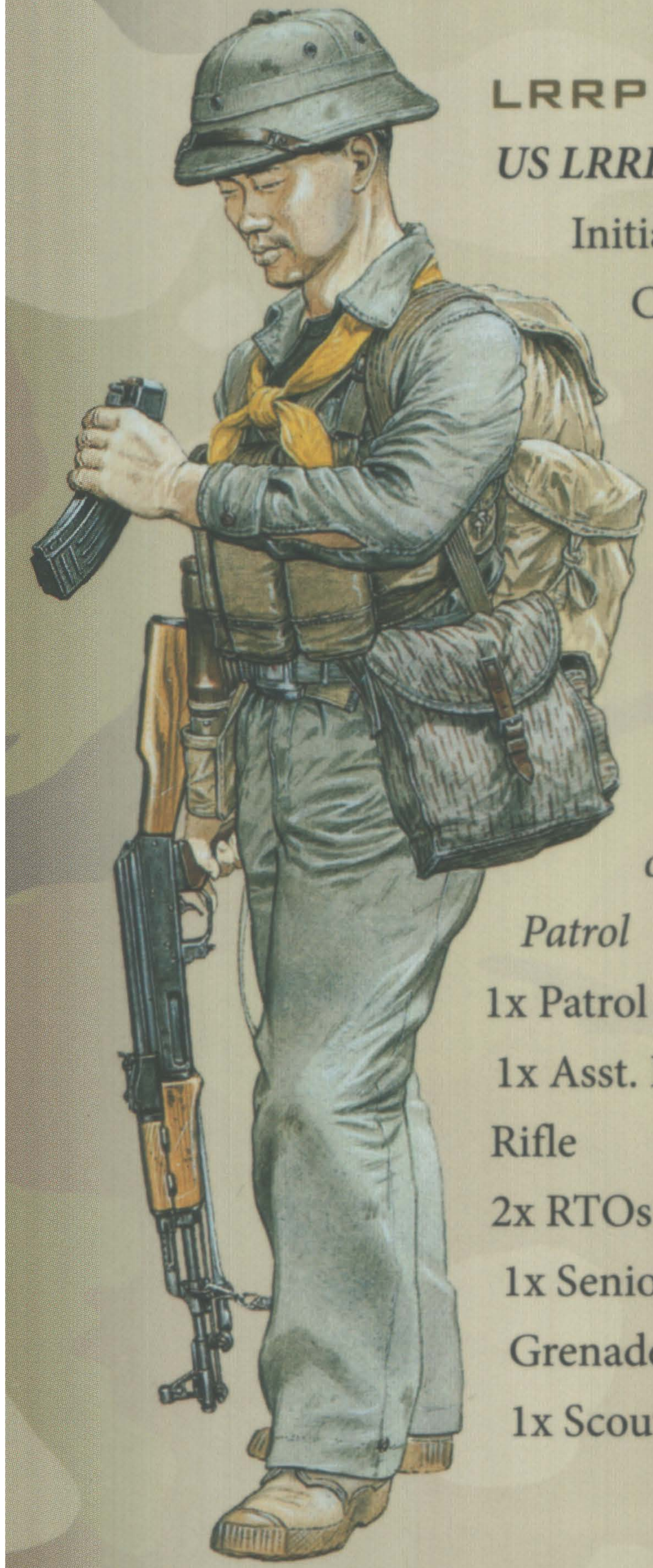
US LRRP Team Mission

The LRRP Team is returning from gathering intelligence on massing NVA forces. It is vital that this information gets back to headquarters quickly and radio transmission is too risky. The information must be delivered in person.

LRRP Victory Points

- Per enemy casualty (KIA, Serious or Light Wound): 1pt
- Per LRRP patrol member exited off the board in blue shaded area: 3pts
- All LRRP patrol members exit off the board: 5pts*

**Note: this is in addition to the award per figure exited*



PAVN Regular

LRRP Team

US LRRP Team Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D10/D10

LRRP Team *(starts off-board and enters Point A on Turn 1)*

Patrol
1x Patrol Leader w/M16A1 Rifle
1x Asst. Patrol Leader w/M16A1 Rifle
2x RTOs w/M16A1 Rifles
1x Senior Scout Observer w/M79 Grenade Launcher (Lt. AP:1/AT:0)
1x Scout Observer w/M16A1 Rifle

LRRPs moving cautiously through enemy territory. (Photo: Matt Hingley. Figures: Elhiem Figures)

PAVN Mission

American forces have been operating behind the lines and are attempting to return to their base. Prevent them from doing so at any cost.

PAVN Victory Points

- Per LRRP patrol member still on board at the end of the game: 1pt
- Per LRRP patrol member KIA: 3pts
- Per LRRP patrol member captured: 5pts
- No LRRP patrol member exits board: 5pts

PAVN Forces

PAVN Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D10

PAVN Forces *(deploy at numbered areas according to special rules)*

A LRRP POINT MAN SPOTS TROUBLE AHEAD. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Platoon HQ
1x Officer w/Pistol
1x RTO w/AK-47

Rifle Squad One
1x Squad Leader w/K-50M SMG
7x Riflemen w/AK-47s*

Rifle Squad Two
1x Squad Leader w/K-50M SMG
7x Riflemen w/AK-47s*

Rifle Squad Three
1x Squad Leader w/K-50M SMG
7x Riflemen w/AK-47s*
**Squad RPG gunners treated as Riflemen for this scenario.*

Attached LMG Team
1x Gunner w/RPD (Lt. AP:1/AT:0)
2x Riflemen w/AK-47s

THE ELUSIVE ENEMY. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

SPECIAL RULES

PAVN DEPLOYMENT

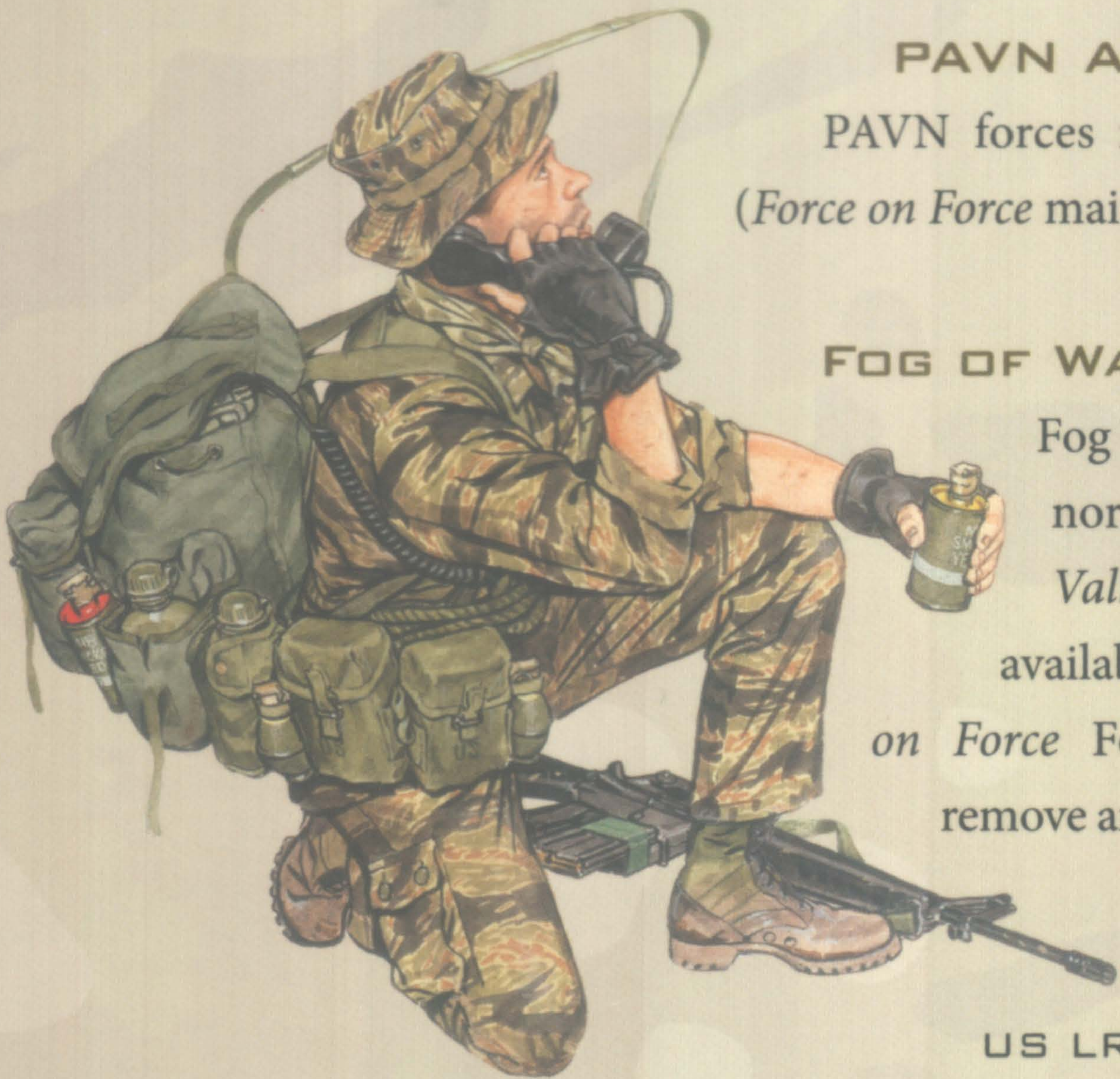
After the initial Turn 1 movement by the LRRP player, the PAVN player activates one of his un-deployed units and rolls 1D6. The selected unit appears at that point on the map and may activate immediately. On a roll of 6, the choice for location is the PAVN player's and the PAVN player may nominate a second unit. A maximum of two units can be deployed per turn in this fashion. This process is repeated during the PAVN portion of each turn until all PAVN forces are deployed. Once a location has been rolled or selected (via a 6 result), it is closed to future rolls. If the number comes up again, re-roll until a still unused location is determined.

PAVN AMBUSH

PAVN forces may utilize Ambushes (*Force on Force* main rules p.41).

FOG OF WAR

Fog of War cards are drawn normally. Use the *Ambush Valley* Fog of War deck if available. If not, use the *Force on Force* Fog of War deck and remove any non-applicable cards.



US LRRP

FIGHTING THE WAR OF ATTRITION

East Bank, Sinai Peninsula, 1970

By Jim Roots

Following the Israeli occupation of the Sinai Peninsula in the '67 War, the Egyptians were not idle and conducted numerous raids and attacks across the Suez Canal to harass the enemy. Some of these raids ended in failure, but many more illustrated the courage and capabilities of well-trained Egyptian commandos, particularly after the unification of Egypt's special forces and paratroopers under the command of General Saad El Shazly, who would later mastermind Egypt's brilliant crossing of the canal in 1973 at the start of the Yom Kippur conflict. This scenario is representative of any of the Egyptian raids conducted from 1968–70.

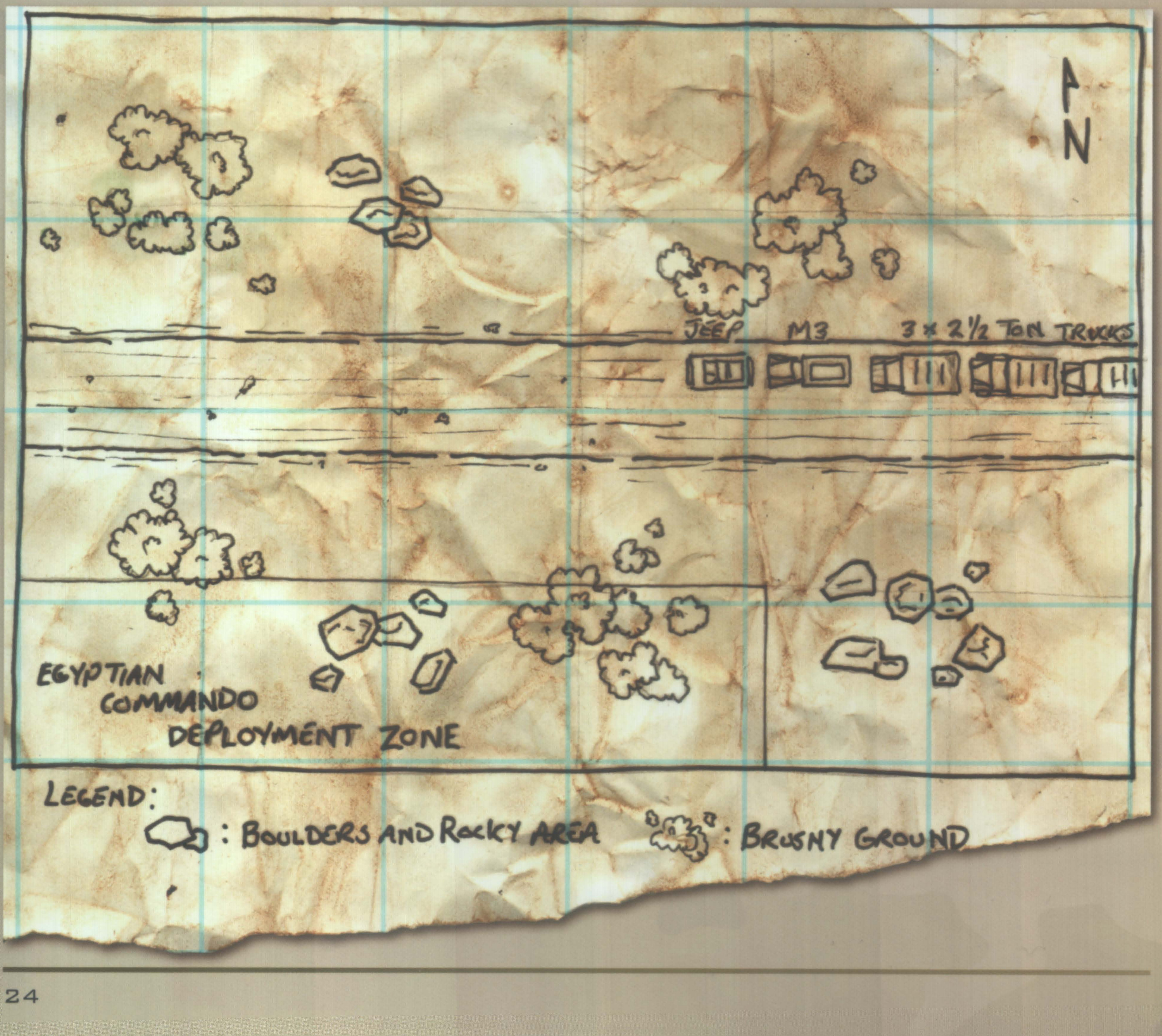
SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Egyptians Turn 1, then determine normally at the start of each subsequent Turn

Fog of War: Restricted; see Special Rules

Terrain: The road is open terrain, but vehicles are restricted to Tactical Movement only because of night.



All other terrain is considered rough ground (boulders, potholes and other impediments). Green areas are clumps of foliage (blocks LOS and provides cover). Gray areas are larger boulders (blocks LOS, provides cover and is impassible to vehicles)

Table Size: 2'x3'

EGYPTIAN COMMANDO MISSION

The Egyptian player is on a hit-and-run mission; destroy the IDF convoy and exit the west board edge quickly.

EGYPTIAN COMMANDO VICTORY POINTS

- Per truck destroyed: 5pts
- Per other vehicle destroyed: 3pts
- Per IDF figure seriously wounded or killed: 1pt

EGYPTIAN COMMANDOS

Egyptian Commando Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D10

Egyptian Commandos *(start within marked area)*

Team One

area)
Team One

1x Team Leader w/AK47

1x Gunner w/RPG-7 (Med AP:2/AT:2(M)

2x Riflemen w/AK47s

Team Two

1x Team Leader w/AK47

1x Gunner w/RPG-7 (Med AP:2/AT:2(M)

2x Riflemen w/AK47s

Team Three

1x Team Leader w/AK47

1x Gunner w/RPG-7 (Med. Support, AP:2/AT:2(M)

2x Riflemen w/AK47s

Team Four (Support)

1x Team Leader w/AK47

1x Gunner w/RPD (Lt. AP:1/AT:0)

2x Riflemen w/AK47s

IDF MISSION

The Israeli player must defend the convoy en route to one of the Bar Lev forts. Eliminate the Egyptian raiding force and preserve the convoy vehicles.

IDF VICTORY POINTS

- Per Egyptian Commando figure captured, killed or seriously wounded: 1pt
- Per Egyptian Commando living figure remaining on the board at end: 2pts
- Per running vehicle at the end of game*: 3pts

**Note: "running" means vehicle is capable of movement, regardless of damage.*

ISRAELI DEFENSE FORCES (IDF)

(IDF)

IDF Basic Attributes

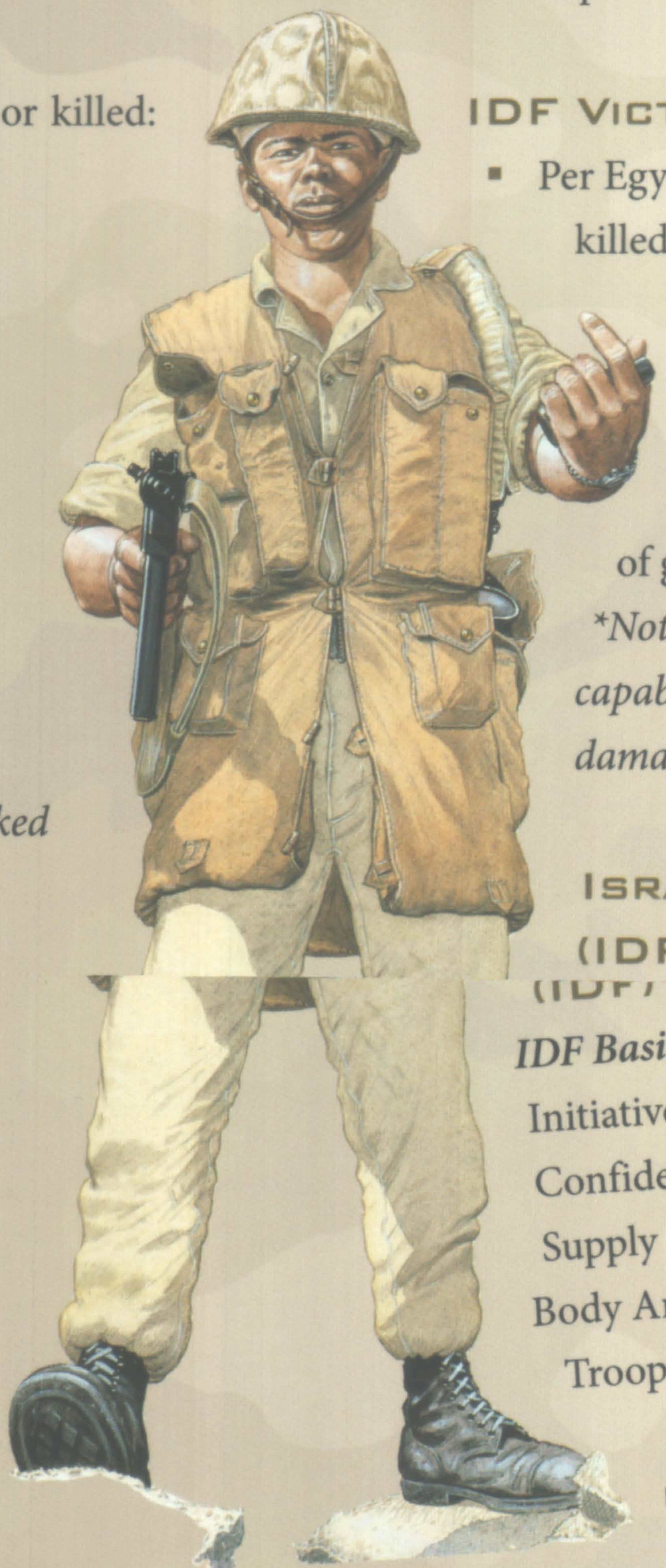
Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D8/D8



EGYPTIAN COMMANDO

IDF Convoy *(start mounted in each vehicle)*
Team One (Jeep)
1x Driver w/UZI (SMG)
1x M60 Gunner w/M60 (Med. AP:2/AT:0)
1x Asst. Gunner w/UZI (SMG)

Team Two (M3 Halftrack)
1x Driver w/UZI (SMG)
1x M60 Gunner w/M60 (Med. AP:2/AT:0)
2x Riflemen w/UZIs (SMG)

Team Three (Truck)
1x Driver w/UZI (SMG)
3x Riflemen w/UZIs (SMG)

Team Four (Truck)
1x Driver w/UZI (SMG)
3x Riflemen w/UZIs (SMG)

Team Five (Truck)
1x Driver w/UZI (SMG)
3x Riflemen w/UZIs (SMG)

SPECIAL RULES

FOG OF WAR

Remove all cards that provide extra units, artillery or air support in advance of the game. Use this smaller deck in place of the normal Fog of War deck.

NIGHT

Night rules are in effect (see *Force on Force* main rules pp.43; 135–6). All units have their Optimal Range halved; and units outside Optimal Range are Elusive. Exception: all vehicles may be targeted normally.

VEHICLE MOVEMENT

The IDF player may choose to move vehicles to save them. The only allowable board edge for exit is the west edge (the direction of the Bar Lev forts). A vehicle exiting off any other board edge counts as destroyed for victory conditions. Vehicles that exit the west board edge can no longer be fired upon by the Egyptian forces. Note that all vehicles are restricted to Tactical Movement because of night and road conditions.

RAID

Because this is a commando raid intended to inflict losses and harass, the Egyptian Commando player must not remain in the area. The Israeli player receives Victory Points for non-KIA commandos that remain on the board at game end. The only friendly board edge for the Egyptian Commando player is the west edge (the same edge as the Israeli vehicle exit). Other board edges count as KIA results.

VEHICLES

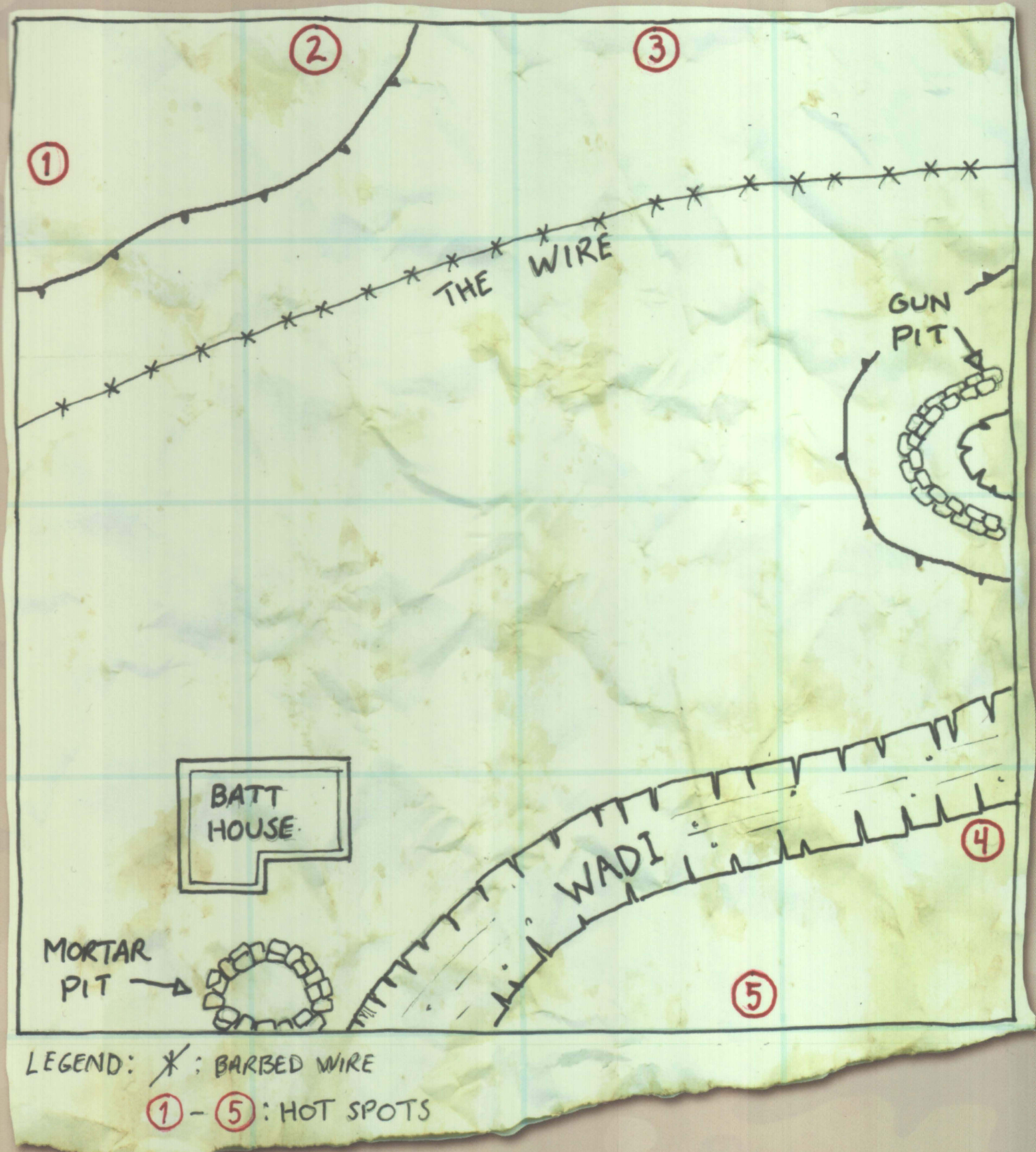
NAME	CLASS	TYPE	FIREPOWER	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES Jeep
S	W	M60 MG	(Lt. AP:2/AT:0)	N/A	1D6	1D6	1D6	1D6	1+4	*Exposed Gunner*
M3 Half-track	L	T	M2HB MG (Hvy. AP:4/AT:1(L)	N/A	1D8	1D8	1D8	1D8	2+10	
2½-ton Truck	S	W	N/A	N/A	1D6	1D6	1D6	1D6	2+12	

THE BATTLE OF MIRBAT

Oman, 1972

By Donogh McCarthy

Communist-trained rebels of "The Front" are fighting to oust the Sultan whose defense efforts are being bolstered by small teams of SAS troopers. The Omani



②
③
①
THE WIRE
GUN PIT
BATT HOUSE
WADI
④
MORTAR PIT
⑤
LEGEND: ✗ : BARBED WIRE
① - ⑤ : HOT SPOTS

militia (the *Firqat*) of the small coastal town of Mirbat has been lured out on a long-range patrol so that the Front can attack the isolated SAS force holding the British Army Training Team house (BATT house). Though a small number of Gendarmerie and *Firqat* are in a position to support the SAS, the main strength of the Front assault is directed at the BATT house and the 25-pounder situated nearby.

SCENARIO INFORMATION

Duration of Game: 8 Turns

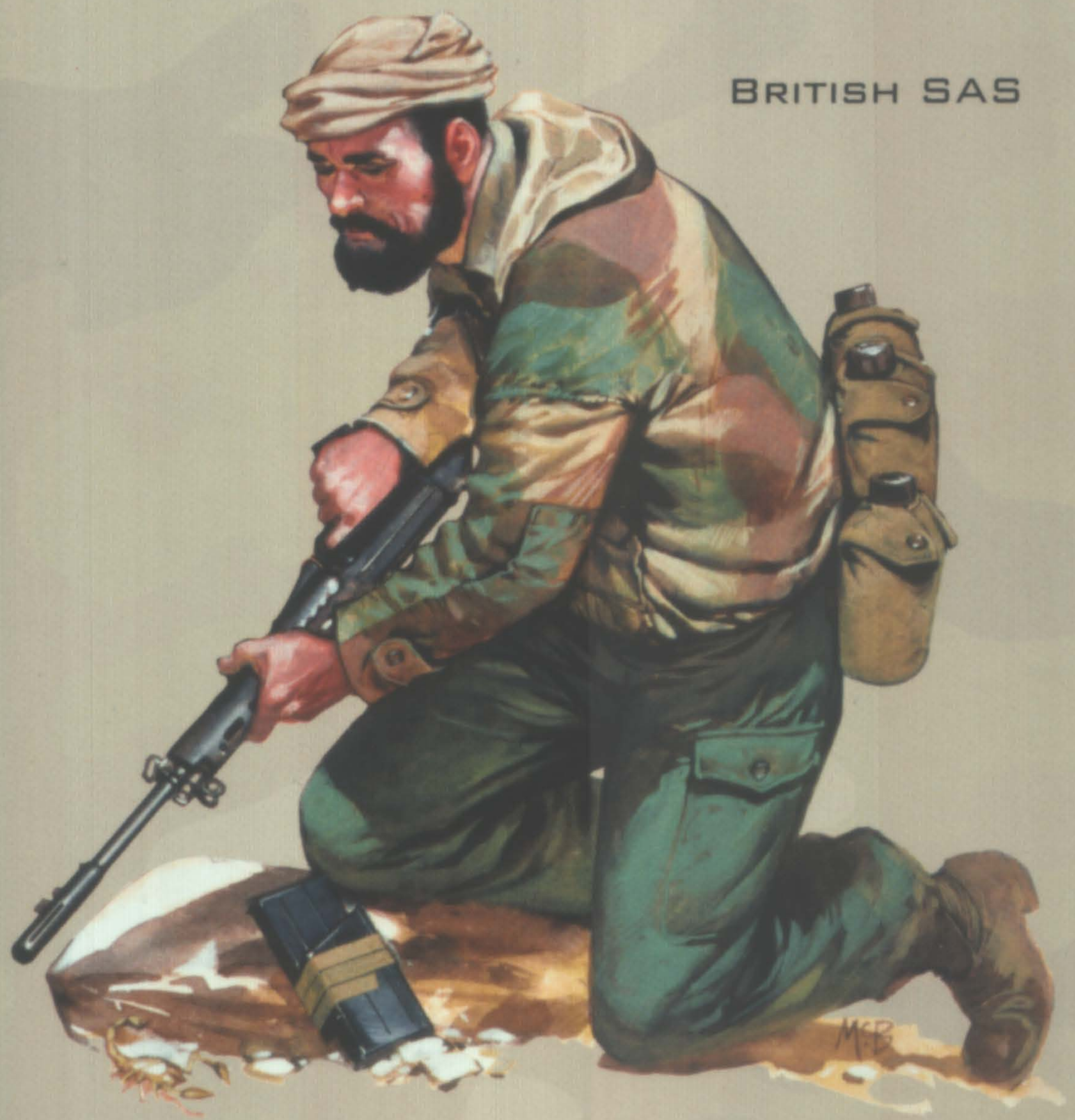
Initiative: Asymmetric – the SAS has the initiative throughout

Special Conditions:

- Air Defense Environment: Light
- Assets: The Front has three 82mm Mortars off-board on call

Table Size: 3'x3'

- 1–5: Hot Spots
- BATT House: British Army Training Team House
- Mortar Pit: Site of Mortar
- Gun Pit: Site of 25-pounder Gun



BRITISH SAS

SAS MISSION

Hold out until help arrives. If the Front takes the gun and turns it on the BATT house then you have no chance.

SAS VICTORY POINTS

- No Front groups active inside the wire: 3pts
- No SAS captured: 3pts
- 25-pounder still manned: 3pts
- BATT House still held by SAS: 10pts

SAS FORCES

SAS Basic Attributes

Confidence Level: High

Supply Level: Abundant

Body Armor: None

Troop Quality/Morale: D10/D12

Unit Attributes:

Advanced First Aid Training

Main Force *(at BATT House)*

1x Captain w/Pistol

1x Trooper w/FN acting as FAO for Mortar

2x Troopers w/FNs manning GPMG (Med. AP:2/AT:0)

1x Trooper w/FN manning emplaced .50cal Browning (Hvy. AP:3/AT:1(L)

Mortar Team *(at Mortar Pit)*

3x Troopers w/FNs manning 81mm Medium Mortar (AP:4/AT:2(L) 4" radius)

Gun Team *(at Gun Pit)*

1x Trooper w/FN

1x Omani Gunner w/FN

THE FRONT MISSION

Wipe out the garrison and take control of the gun and fortified house.

THE FRONT VICTORY POINTS

- Per SAS trooper killed or captured: 1pt
- BATT House captured: 10pts
- 25-pounder captured: 5pts

THE FRONT FORCES

The Front Basic Attributes

Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8

Front Group *(Hot Spot 1)*
1x Chinese Advisor w/Pistol
1x Leader w/AK
7x Rebels w/AKs
2x Rebels w/RPDs (Lt. AP:1/AT:0)

Front Weapons Group *(Hot Spot 1)*
1x Rebel w/AK
1x Rebel with DShK (Hvy. AP:3/AT:1(L)

Front Group *(Hot Spot 2)*
1x Leader w/AK
7x Rebels w/AKs
2x Rebels w/RPDs (Lt. AP:1/AT:0)

Front Weapons Group *(Hot Spot 2)*
2x Rebels w/AK,
1x Rebel with 75mm Recoilless Rifle
(Hvy. AP:3/AT:2(M)

Front Group *(Hot Spot 3)*
1x Leader w/AK
7x Rebels w/AKs
2x Rebels w/RPDs (Lt. AP:1/AT:0)

SPECIAL RULES

SNAFU

All other things being equal, things will become messed up. At the start of each turn after Turn 1 roll 1D6:

DIE ROLL (1D6)	SITUATION	EFFECT
1	The Khareef	The Khareef worsens, delaying the first airstrike to Turn 6 and extending the Khareef's duration to the remainder of the game.
2	The Gun goes silent	The 25-pounder runs low on ammunition, and it will have no effect on the Insurgency Level from now on. It can still be turned on the BATT house by the Front.
3	Extra Air Defense	More heavy machine guns have been set up – increase the Air Defense Environment to Medium.
4	Their Finest Hour	The pilots will ignore any effects (e.g. Aircraft Destroyed) that would prevent future air strikes. Two more Strikemasters are available to be called in. One pilot will stick around during the following turn to conduct a "show of force".
5	The Firqat	Firqat from the Wali's Fort nearby open fire. The SAS player makes an attack of 4D6 against one Front group of his choice.
6	Relief	The SAS relief from Salalah is early – the SAS at Mirbat only have to hold out until Turn 7.

THE FRONT REINFORCEMENTS

After Turn 1, roll equal to or under the Insurgency Level (defaults to 6 – but this is affected by the status of the 25-pounder). Roll 1D6 to see which Hot Spot they arrive from – the Front player chooses on a 6. To determine what reinforcements arrive, roll 1D6 on the following table:

DIE ROLL (1D6)	REINFORCEMENTS
1	1D6 Rebels w/AKs
2	1D6+1 Rebels w/AKs, 1 Rebel w/RPD (AP:1/AT:0)
3	1D6+1 Rebels w/AKs, 1 Rebel w/RPD (AP:1/AT:0) & 1 Leader w/AK
4	2D6 Rebels w/AKs, 1 Rebel w/RPD (AP:1/AT:0)
5	2D6+1 Rebels w/AKs, 1 Rebel w/RPD (AP:1/AT:0) & 1 Leader w/AK
6	1D6+1 Rebels w/AKs & 1 Leader w/AK, 1 Chinese Advisor w/Pistol & roll a D6 on the Special table below: **1:** 1x Rebel w/AK, 1 Rebel with Carl Gustav 84mm (Hvy. AP:3/AT:4(H) **2-3:** 2xRebels w/AK, 1xRebel with DShK (Hvy. AP:4/AT:1(L) **4-5:** 1x Rebel w/AK, 1xRebel with Guryanov MG (Med. AT:2/AT:0) **6:** 2xRebels w/AK, 1xRebel with 75mm Recoilless Rifle (Hvy. AP:3/AT:2(M)

SHRINKAGE

Front groups are subject to shrinkage if they are not within 12" and LOS of a Chinese Advisor.

AIR SUPPORT

Two Strikemaster jets are scrambled and will arrive on scene during Turn 5 and again (if available) during Turn 8. The jets are armed with machine guns and rocket pods and can make strafing runs with AP:6/AT:4(M). Ignore the restriction on the availability of further air strikes from any "Too Hot!" results on the Air Strike Effectiveness Table.

PREPARED POSITIONS

The BATT House, mortar pit and gun pit have been reinforced with layer upon layer of sandbags and ammo boxes filled with sand. These count as Fortified Cover (+3D).

WADIS

Due to the presence of deep wadis leading down from the mountains, the rebels move units onto a Hot Spot in order to move them to another Hot Spot. Remove the unit from the board and on the following turn move them back onto the table via a nominated Hot Spot. The unit may move tactically and can only engage in reaction fire that turn. The wadi marked on the map counts as Improved Cover (+2D)

THE FRONT'S OFF-BOARD MORTARS

The Front's off-board mortars may fire direct (as if they were on-board) without being called in. For tracing LOS, treat them as if they are located on the hill at Hot Spot 1.

SAS COUNTER-BATTERY FIRE

As long as their FAO is in a position to spot for them from the BATT house, the SAS mortar may conduct counter-battery fire. The SAS player must decide at the beginning of each turn whether the mortar will be engaging in a direct-fire or counter-battery role.

THE KHAREEF

The seasonal monsoon brings a heavy mist to Dhofar. Due to the damp, the Front's mortars are of dubious effectiveness: Roll 1D4 (or 1D8 with the result halved – i.e., a roll of 6 would be a 3) to determine the AP firepower for each hit. While the Khareef shrouds the battlefield, the following effects are in place:

- Until a Front unit has fired, an SAS unit outside Optimum Range must pass an opposed Quality Check to open fire on it.
- Strikemasters have a -1 penalty on the Air Strike Effectiveness Table.
- The Front's off-board mortars must make a Quality Check to fire direct.

The Khareef lifts on Turn 6.

THE WIRE

To cross the barbed wire, units must end their movement in contact with it. On the following turn a successful TQ check allows them to move over the wire at tactical movement rate. Failure means they're stuck on the wire and may only use Reaction Fire for the turn. They may try again the following turn.

HISTORICAL OUTCOME

The Front concentrated their initial attacks on the 25-pounder but several SAS men made extraordinary efforts running across the open ground to continue to man the gun or give medical aid to those wounded in its defense. The especially bad weather prevented an early attack by the Front, but the effect of the Khareef in mitigating the air supremacy of the Sultan's forces was well understood. What they didn't provide for was the attitude of the pilots who braved the dangerous flying conditions to go ahead with the air strikes. Once the SAS reinforcements arrived, the Front spent all its strength trying to break the defense of Mirbat, and while the conflict went on until 1976, this was a vital turning point in the war.

THE GUN

Though the 25-pounder artillery gun fired directly at the attacking rebels, we can assume that it is only able to target off-board forces. As the gunfire becomes less effective, rebel reinforcements will be better able to close in with the BATT house. In the end phase, if two men are working the guns (unharmed or only lightly wounded) the insurgency level is reduced by two. If only one man is working the gun, the insurgency level is reduced by one. If the gun is taken by rebel forces increase their confidence by one level. If the Front group makes a Quality Check they may turn the gun on the BATT house the following turn with AP:8/AT:2 (M) 6" radius.

BULLDOZERS LEAD THE WAY

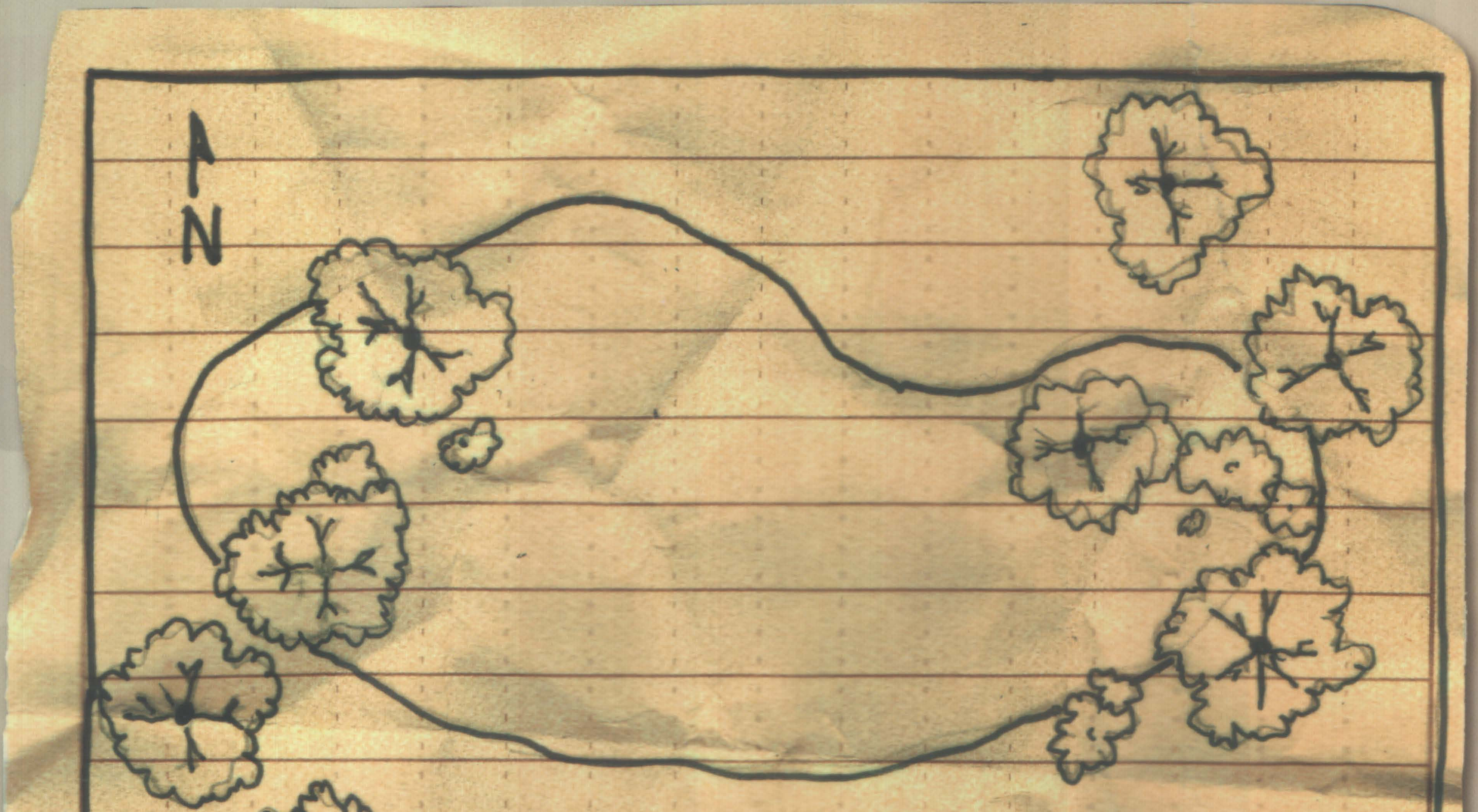
With the 75th Rangers, Grenada, 25 October 1983

By Jim Roots

During the invasion of Grenada in 1983, one of the more memorable incidents occurred as two companies of the US 75th Rangers attempted to secure the high ground surrounding Port Salines airfield. After taking considerable ground fire during their jump over the target and finding the airfield strewn with abandoned construction equipment and debris, the Rangers were ready to go on the offensive against the Cuban troops firing at them from the neighboring hills. SSgt. Manous F. Boles Jr., climbed aboard a bulldozer, positioned the blade up for protection against incoming fire, and drove straight for the Cubans atop one of the hills, followed by his fellow Rangers. Hollywood correctly portrayed a bulldozer and some Cubans in Clint Eastwood's *Heartbreak Ridge*, but unsurprisingly got little else right.

SCENARIO INFORMATION

Duration of Game: 6 Turns
Initiative: Rangers for entire scenario
Fog of War: Suspended for this scenario
Terrain: Clear. Marked area is hill and counts as steep; units may move using only Tactical Speed (*Force on Force,* p.62). Trees count as Average Woods and block LOS past 3" from their edge (*Force on Force*, p.63)
Table Size: 2'x2'



RANGER MISSION

The Ranger player must inflict as many casualties as possible, and attempt to exit from north edge of the board.

RANGER VICTORY POINTS

- Per Cuban soldier captured, wounded or killed: 1pt
- Per starting force Ranger exited off west board edge: 2pts

75TH RANGER FORCES

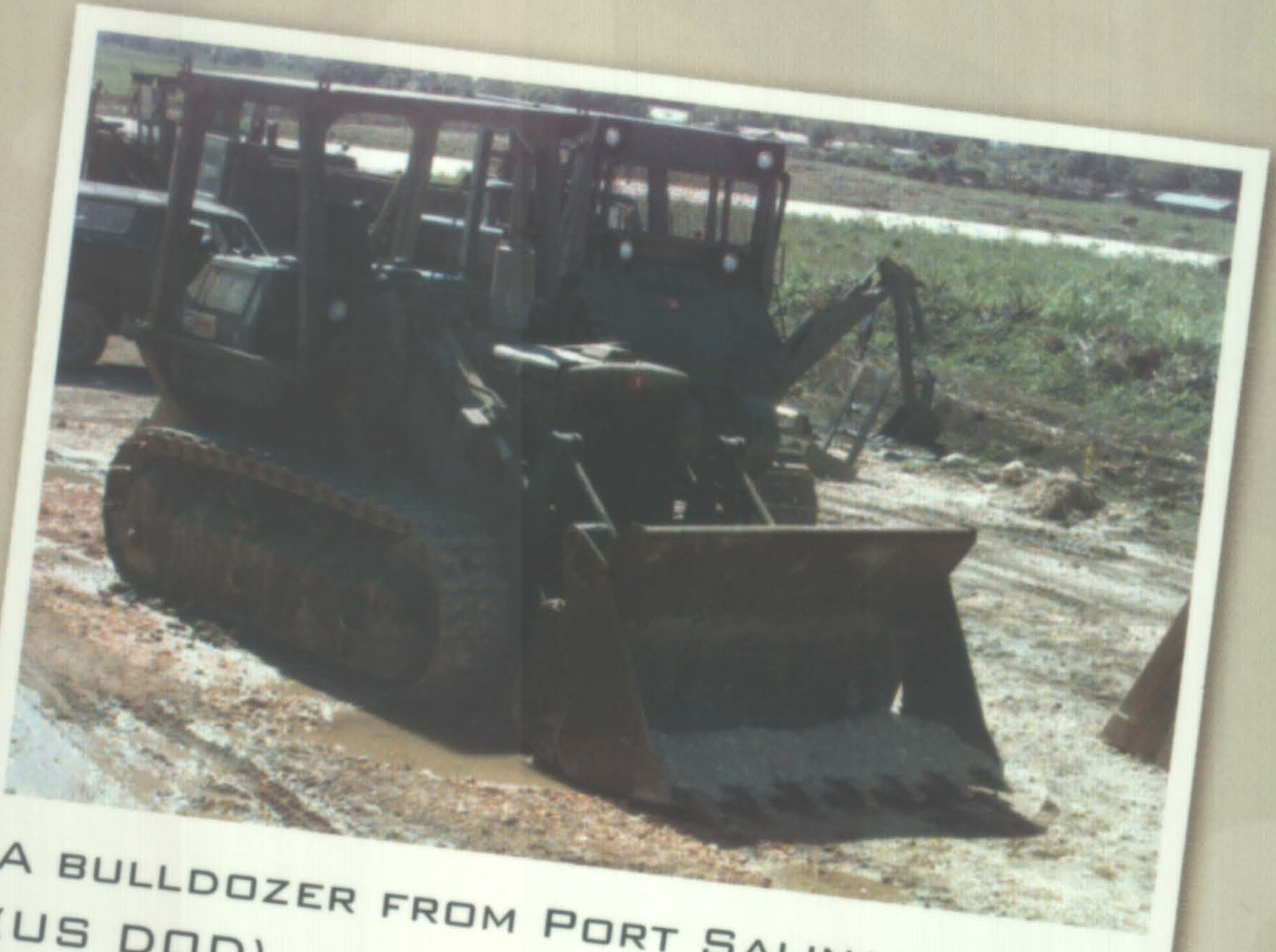
75th Ranger Basic Attributes
Initiative Level: D8
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D10

Ranger 1st Squad *(enters Turn 1 anywhere along south board edge)*
1x Squad Leader w/M16A1

Team One
1x Team Leader w/M16A1
1x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1x Rifleman w/M16A1

Team Two
1x Team Leader w/M16A1
1x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)
1x Grenadier w/M16A1 and M203 (Lt. AP:1/AT:0)
1x Rifleman w/M16A1

Attached MG Team
1x Machine Gunner w/M60 (Med. AP:2/AT:0)
1x Asst. Machine Gunner w/M16A1
1x Ammo Carrier w/M16A1



A BULLDOZER FROM PORT SALINAS. (US DOD)

CUBAN FORCES MISSION

The Cuban player must cause as many USMC casualties as possible in defense of the island.

CUBAN FORCES VICTORY POINTS

- Per Ranger soldier Seriously Wounded or Killed: 1pt
- No Ranger personnel exit north board edge: 10pts

CUBAN FORCES

Cuban Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8

Cuban Elements *(each team deploys at beginning of game anywhere on hill in sandbagged positions that count as Solid Cover (+1 Defense Die – see* Force on Force *p.35)*
Team One
2x Riflemen w/AK74s
1x Grenadier w/GP-25 (Lt AP:1/AT:0)
1x Gunner w/RPK-74 (Lt AP:1/AT:0)

Team Two
2x Riflemen w/AK74s
1x Grenadier w/GP-25 (Lt AP:1/AT:0)
1x Gunner w/RPK-74 (Lt AP:1/AT:0)

Team Three
2x Riflemen w/AK74s
1x Gunner w/PKM (Med AP:2/AT:0)

SPECIAL RULES

THE BULLDOZER

The game starts with the bulldozer driven by SSgt. Boles activating first. The bulldozer is limited to Tactical Speed for the entire game (10"). The bulldozer has no weapons, but infantry units riding it (up to one team) may fire as per *Force on Force* pp. 79 at -2 Firepower Dice/+1 Cover Die. It counts as having Front Armor: 3D10, Side/Rear/Deck: 2D8. The vehicle blocks Line of Sight (LOS) if behind the bulldozer and within 1".

CUBAN REINFORCEMENTS

Starting on Turn 4 if no Rangers have exited the north edge of the board, the Cuban player has a chance of receiving reinforcements. At the beginning of the turn, the Cuban player rolls 1D6. On a result of 6, roll again and consult the following table:

DIE ROLL (1D6)	REINFORCEMENT (ENTERING FROM NORTH EDGE)
1–3	Additional Team (as Team One above)
4–5	Additional Team (as Team Three above)
6	1x BTR-60 APC

RANGER REINFORCEMENTS

The Ranger player may receive additional forces as the attack gains momentum. Roll 1D6 starting on Turn 3 and each turn thereafter. On a result of 6, the Ranger player receives one additional team identical to Team One above.

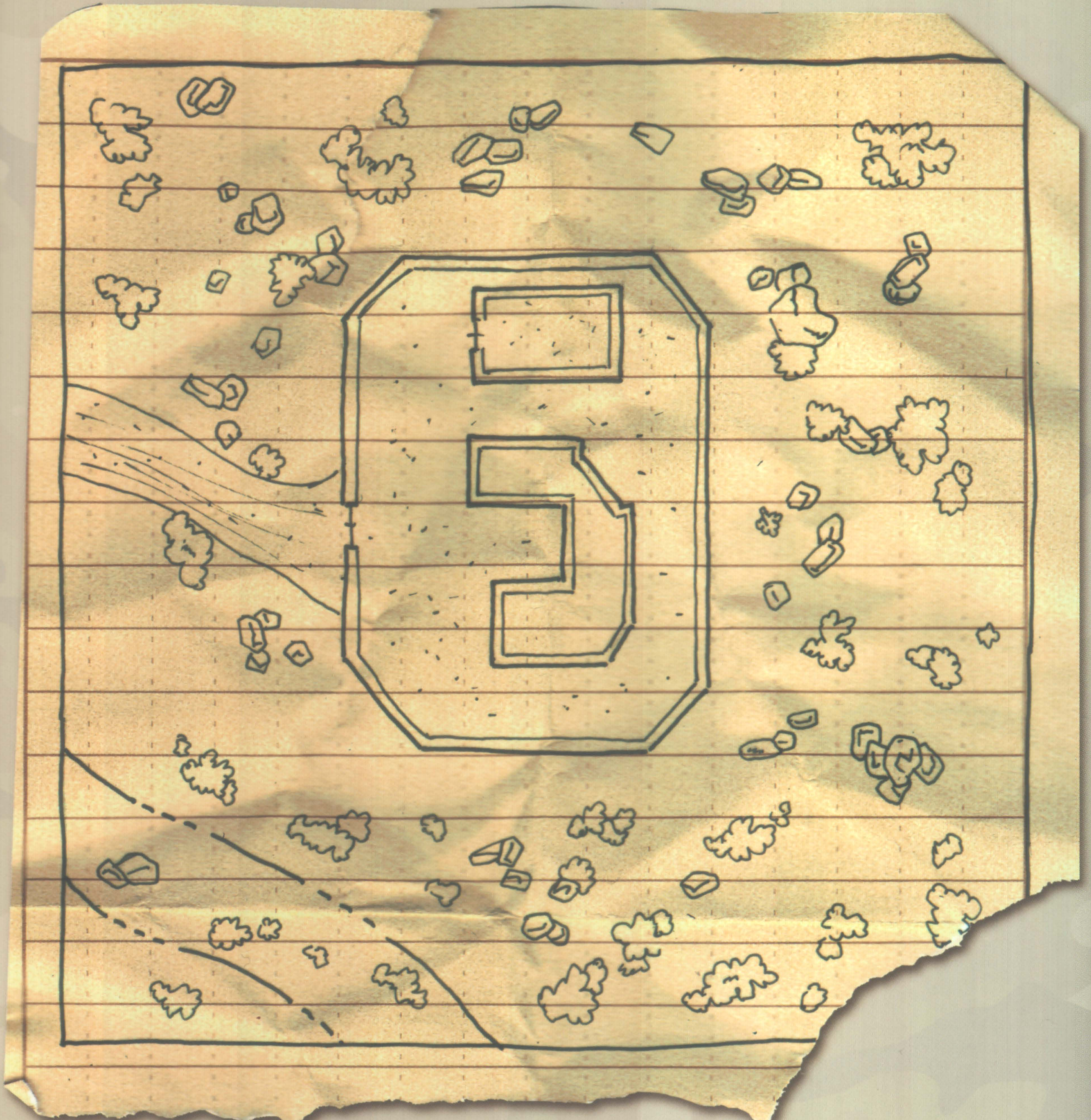
PRICE OF A VENDETTA

Krer, Afghanistan, 30 March 1986

By Jason Weiser

Interrupting the flow of supplies and personnel from Pakistan into Afghanistan was one of the missions that Soviet Spetsnaz was tasked with during the eight-year war in Afghanistan. The missions came with some very frustrating restrictions from the commanders of 40th Army (the controlling formation of Soviet forces in Afghanistan). Lieutenant Colonel Babushkin, commander of the 15th Spetsnaz Brigade was particularly irked by higher command's mission requirements. There was a large Mujahideen basecamp at Krer, near the Afghan border, and this basecamp supported a deadly ambush against his men in February 1985, in which one of his companies had been massacred, leaving only three survivors. In August of the same year, another of his companies had been decimated trying to execute a reconnaissance of the Krer complex. 40th Army's reactions to these defeats forbade any combat within five kilometers of the Pakistan border out of fear of an incident with Pakistan and, by extension, the United States. To Babushkin, this seemed to be a gutless response at best.

Despite HQ's timidity, Babushkin planned a raid on Krer in which he would use APCs to insert his men at night at the base of the mountain on which the complex was situated with the intent of taking it by storm. This would be a risky undertaking. The terrain was more difficult than anticipated: The Kunar River had to be crossed before ascending 600 meters to a plateau nestled among 2,000 meter tall mountains. The initial approach to the enemy position was bare ground that blended into a mix of forest and meadows that stretched to the top of the plateau. In short, the ground favored the defender and in this case that defender had placed bunkers to rake approaching attackers with lethal fire. A reconnaissance raid gained a prisoner whose information improved Babushkin's ground knowledge. Acting while the information was fresh, he scheduled a major night operation for 30 March 1986. The operation called for two battalions to hit the base from north and south, advancing towards the center of the basecamp. They would link up at a peak near the center and destroy enemy weapons and supplies as they went. They would occupy the position for a day and then withdraw back across the river at night.



The northern prong's assault seemed to go well. In the south, however, the 154th Spetsnaz Battalion ran into trouble early on. The battalion was under strength due to an outbreak of hepatitis which took its toll on both the soldiers and their leadership, including a platoon leader who had to be replaced as the raid jumped off, and another falling out during the difficult, up-hill march. Their assault commenced at dawn and first contact with the Mujahideen came at 0730hrs. The 154th managed to overrun many of their objectives, but were eventually stymied by a Mujahideen counterattack which required Lieutenant Obosenko to call down fire on his own position to allow the battalion to break contact. Mujahideen emerged from hidden positions and were able to creep close to the 1st Company's command group and destroy it before overrunning the rest of 1st Company. By 1045hrs, the brigade commander was radioing for MEDEVAC and helicopter gunship support, admitting his raid was unauthorized in the process. The first MEDEVAC helicopters that approached the 154th were driven off by intense Mujahideen fire.

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Test normally

Special Conditions:

- Ambient Fire (5D8) rule applies for duration of scenario
- Mujahideen player may use Out Of Contact Movement
- Adobe house is an average building that has been fortified with 7D8 construction. (Counts as Solid Cover)

Soviet troops in Afghanistan. (Photo: Matt Hingley. Miniatures: Elhiem Figures.)

Fog of War: Generated normally by reaction tests

Table Size: 4'x 4'

- The wall surrounding the compound provides an additional 1D of Cover Dice to figures in base-to-base contact with it.
- The dry wadi marked on the map provides Solid Cover to units sheltering in it. This cover does not count against fire from building rooftops, however.

SOVIET MISSION

Lieutenant Obosenko was trapped in an adobe building near the base complex with a half dozen Soviet wounded. Mujahideen on the roof were tossing hand grenades down into the house through the windows. Obosenko spent a half an hour screaming for help from the circling Hinds, but all they could do was make dry firing runs due to their proximity to ...the border. Can Obosenko hold off the Mujahideen until some kind of help arrives?

All Soviet Units set up within the walled compound on the map.

SOVIET VICTORY POINTS

- For Each Soviet Wounded figure still alive at game end: 1pt
- For Each Soviet Non-Wounded figure still alive at game end: 2pts
- For Each Soviet Wounded figure successfully evacuated: 3pts
- If no Mujahideen in good order are within 12" of the house: 5pts

SOVIET FORCES

Soviet Basic Attributes

Initiative Level: D10
Confidence Level: Confident
Supply Level: Poor (They've been fighting all day)
Body Armor: Optional – See *Cold War Era Body Armor*
Troop Quality/Morale: D10/D8 (The men are tired, and some are sick with hepatitis, but Obosenko and his SNCO are D12/D10 troops.

Elements of the 154th Spetsnaz Battalion, 15th Spetsnaz Brigade
Senior Lt Obosenko with AK-74 and Pistol *(Positive Leader, Forward Observer, Medic)*
Sergeant Major Beda with AK-74 and Pistol
2x Squads, each:

1st Team
1x Squad Leader (Junior Lt.) with AK-74
1x Assistant Squad Leader (Sergeant) with AK-74
1x Radio Operator with AK-74 and Manpack Radio
1x Weapons Specialist with RPK-74 (Lt. AP:1/AT:0)
1x Recon Specialist with AK-74

2nd Team
1x Squad Leader (Junior Lt.) with AK-74
1x Assistant Squad Leader (Sergeant) with AK-74
1x Machinegunner with PKM (Med. AP:2/AT:0)
1x Weapons Specialist with SVD (Sniper Rifle, *DMR*)
1x Recon Specialist with AK-74

1x Mi-24 gunship every odd numbered turn *(Armor: 4D10, See Generic Helicopter Gunship stats in* Force on Force *for attack options, use Spetsnaz stats with Normal supply for Morale and TQ, see special rules for limitations on their attacks. The Mi-24 attacks occur whether or not the helo is driven off or shot down, it simply represents more helicopters showing up)*

1x Mi-8 MEDEVAC helicopter *(arrives on Turn 4 and again on Turn 8 if the helicopter has not been damaged or shot down. Use generic transport helicopter stats)*

MUJAHIDEEN MISSION

Score more points than the Soviet player.

MUJAHIDEEN VICTORY POINTS

- For each dead Soviet figure: 1pt
- For each wounded Soviet figure not evacuated: 2pts
- For any Soviet helicopter driven off, damaged, or shot down: 4pts
- For each Mujahideen team in good order within 12" of the house by game end: 5pts

MUJAHIDEEN FORCE

Mujahideen Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Abundant (This is a major resupply point for the Mujahideen)
Body Armor: None
Troop Quality/Morale: D8/D10
Unit Attributes:

- Caveman CASEVAC

MUJ ON THE ASSAULT. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Elements of the Asama Ben Zaid "Regiment" of the Sayyaf faction *(May deploy anywhere 18" or more from the walled compound)*
Command Unit
1x Positive Leader with AK
2x Runners with Megaphones and AKs
1x Spotter with walkie-talkie and AK

6 Squads, each:
1x Squad Leader with AK
3x Riflemen with AK
2x Gunners with RPG-7 (Med. AP:2/AT:2(M)
1x Machine Gunner with PKM (Med. AP:2/AT:0)
1x Assistant Gunner with AK

2 DShK Teams, each:
1x DShK HMG (Hvy. AP:3/AT:1(L) with 3-man crew with AKs

SPECIAL RULES

WE'RE NOT ABANDONING THE WOUNDED

The Soviet player has 6 Seriously Wounded figures in the house in addition to the defenders listed above. The Soviets may not willingly abandon the wounded at any time during the scenario and suffer from the dependent penalty.

DUSTOFSKI

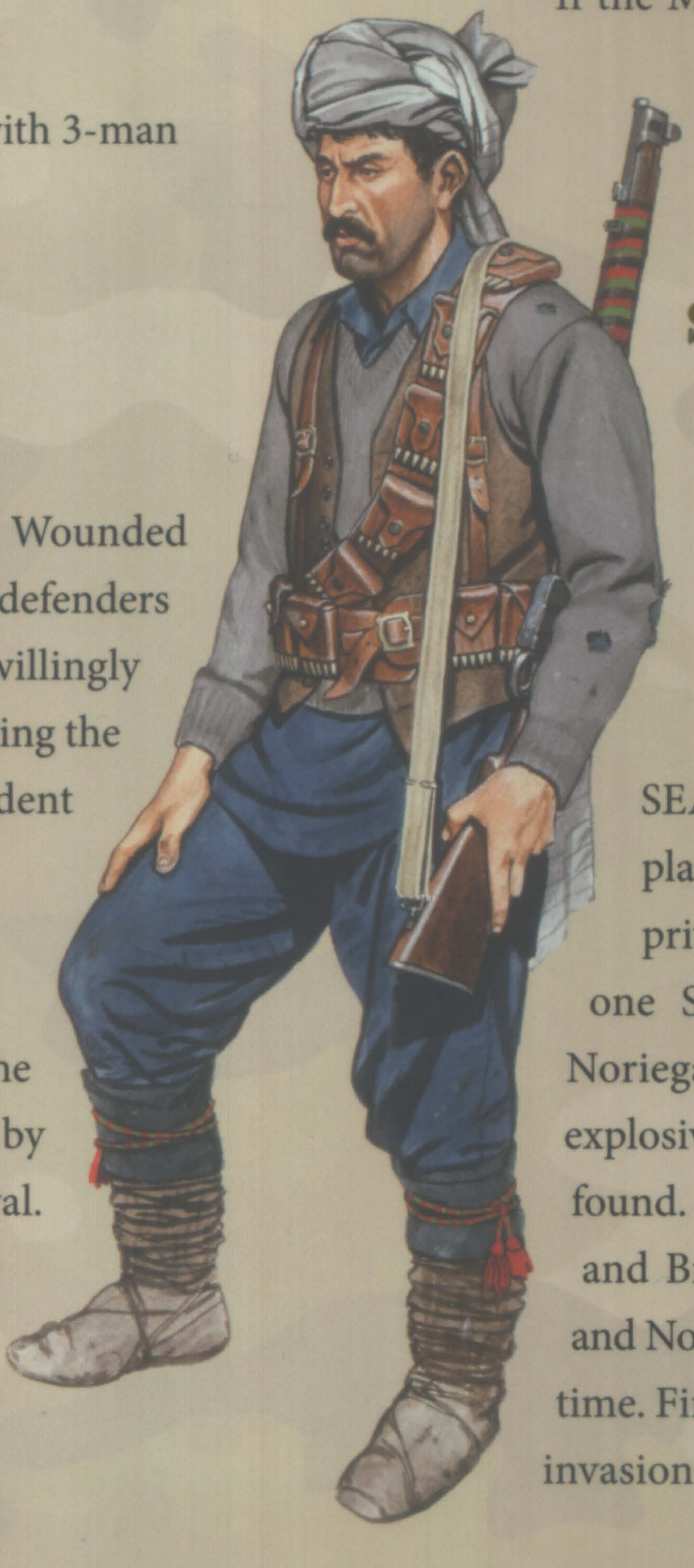
The Mi-8 will arrive as listed above; the Soviet player should be reminded by the referee one turn before its arrival. The Mi-8 will land as close to the house as it can and will wait one turn on the ground for the Soviet player to load wounded aboard before taking off and leaving. If all wounded are evacuated, then the Soviets may act normally.

I AM NOT CLEARED TO FIRE; YOU ARE TOO CLOSE TO THE INTERNATIONAL BORDER

For the first 5 turns of the game, the Soviet player may not make any attacks with his Mi-24s other than Show-of-Force runs. For purposes of this, treat the Mujahideen as irregulars. Afterward, the Soviet player may call in attacks normally.

THE MUJ HAVE PLENTY OF COVER

If the Mujahideen move at tactical speed or less, add a defense die to reflect the abundant cover from all the rocks and crevices in the ground.


MUJAHIDEEN

SEALS ON THE TARMAC

With Task Unit Papa, Paitilla Airfield, Panama City, Panama
December 1989
By Jim Roots

During Operation *Just Cause*, Navy SEALs intended to take out Noriega's planned escape options by destroying his private boat and Lear jet. In the harbor, one SEAL group successfully destroyed Noriega's boat by detonating so many explosives under it that one engine was never found. Meanwhile, two SEAL platoons (Golf and Bravo) were tasked to Patilla Airfield and Noriega's jet. The SEALs were in for a bad time. First of all, the US Army elements of the invasion had accelerated their own timetable by 15 minutes, jumping the gun on hostilities and causing the Panama Defense Forces (PDF) to go on full alert before the SEALs reached the airfield. Second, the SEALs' plan of attack was poor. It required them to advance across the open runway toward the hanger containing the target jet. Instead of complete darkness, landing lights along the runway and the back glow from the city illuminated the entire airfield. Finally, no snipers were deployed in overwatch positions to provide cover and to take out opposing forces in case of trouble. The two SEAL squads of Golf Platoon marched down the field and got within 100' of the hanger when all hell broke loose. The first squad went down to well-placed PDF fire from the hangers and from some of the airport buildings. The second squad called for help and started to lay down suppressing fire...

US Navy SEAL

Scenario Information

Duration of Game: 6 Turns

Initiative: SEALs Turn 1, then roll for Initiative thereafter

Fog of War: Suspended for this scenario

Terrain: All buildings are average buildings (6D8)

Table Size: 2'x3'

- A: SEAL Squad 1
- B: SEAL Squad 2
- Middle hangar on west side of map contains the target aircraft

SEAL Mission

The SEAL player must destroy the aircraft in the hanger and extricate as many friendly casualties as possible.

SEAL Victory Points

- Per 1st Squad Serious Wound or KIA extracted off east board edge: 3pts
- Destroy the Lear Jet in the hanger: 10pts

SEAL Forces

SEAL Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D10/D10

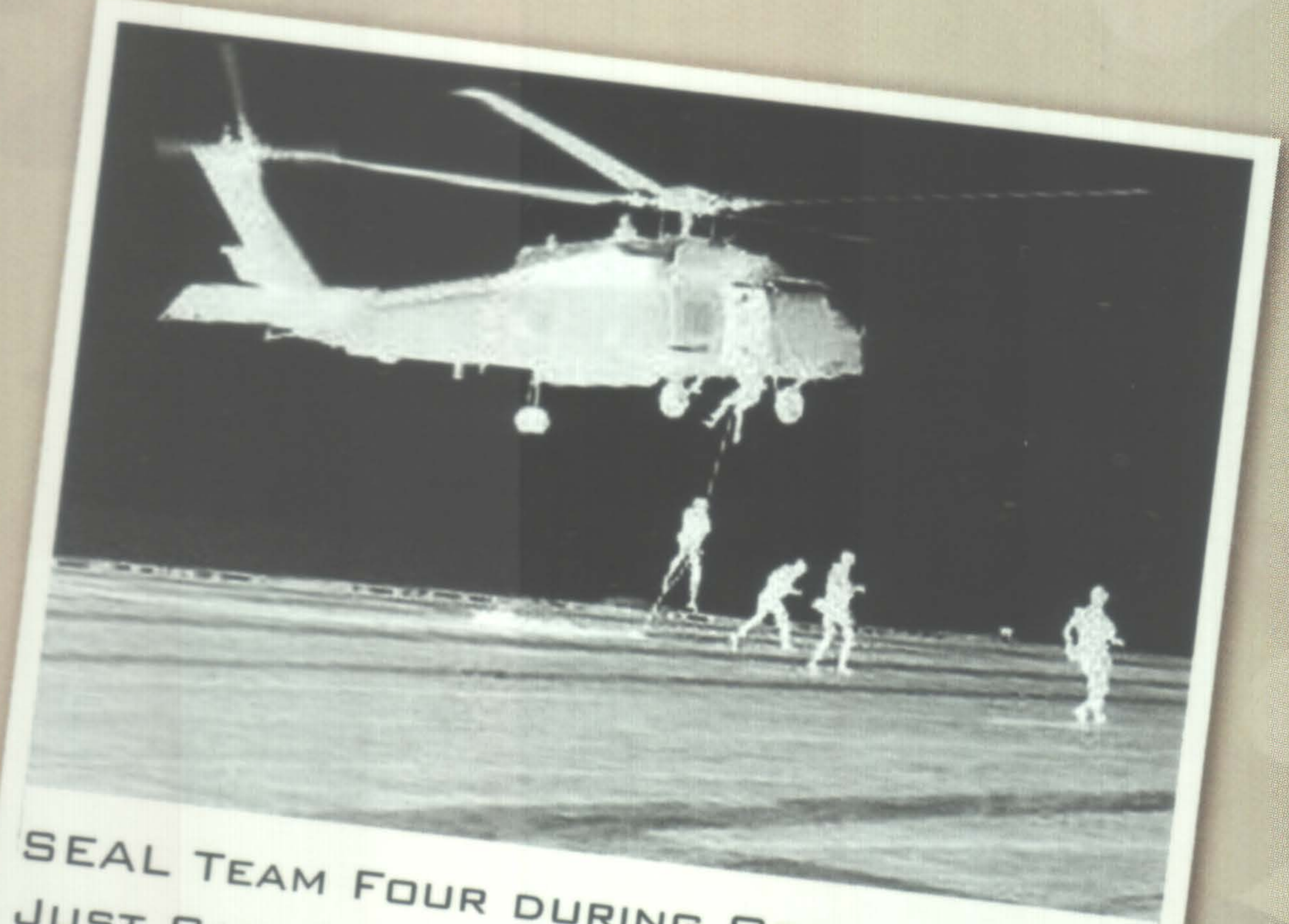
SEAL 1st Squad *(located at Point A – status of each soldier as indicated)*

Team One

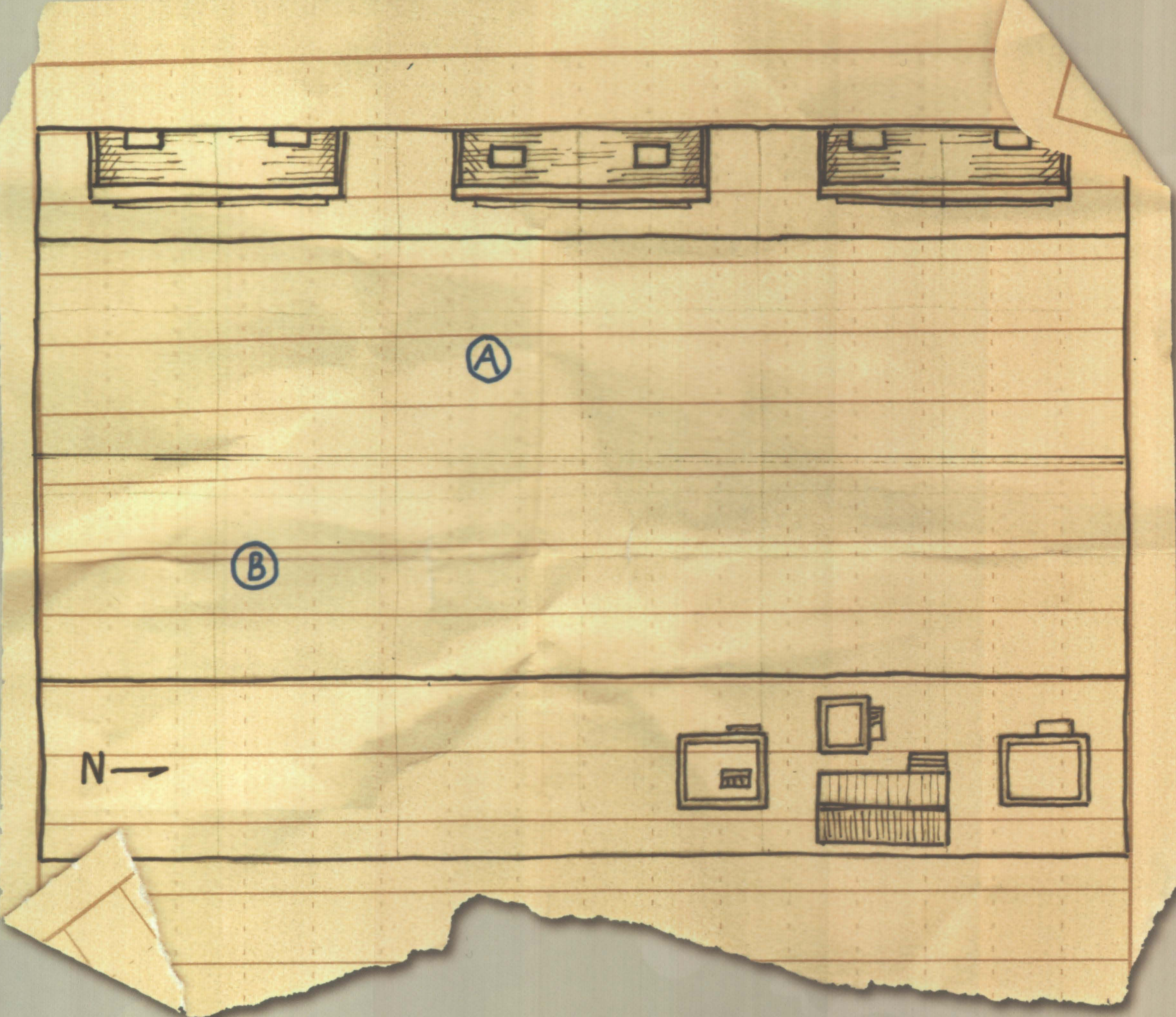
2x SEALs w/M16A1 *(KIA)*

1x SEAL w/M203 (Lt. AP:1/AT:0) *(KIA)*

1x SEAL w/M249 SAW (Lt. AP:1/AT:0) *(Light Wound)*



SEAL Team Four during Operation Just Cause (US Navy)



Team Two
1x SEAL w/M16A1 *(OK)*
1x SEAL w/M203 (Lt. AP:1/AT:0) *(KIA)*
1x SEAL w/M16A1 and AT-4 (Hvy. AP:3 AT:3) *(Serious Wound)*
1x SEAL w/M249 SAW (Lt. AP:1/AT:0) *(Serious Wound)*

SEAL 2nd Squad *(located at Point B)*

Team One
2x SEALs w/M16A1
1x SEAL w/M203 (Lt. AP:1/AT:0)
1x SEAL w/M249 SAW (Lt. AP:1/AT:0)

Team Two
1x SEAL w/M16A1
1x SEAL w/M203 (Lt. AP:1/AT:0)
1x SEAL w/M16A1 and AT-4 (Hvy. AP:3 AT:3)
1x SEAL w/M249 SAW (Lt. AP:1/AT:0)

TARGET DESTROYED! (US NAVY)

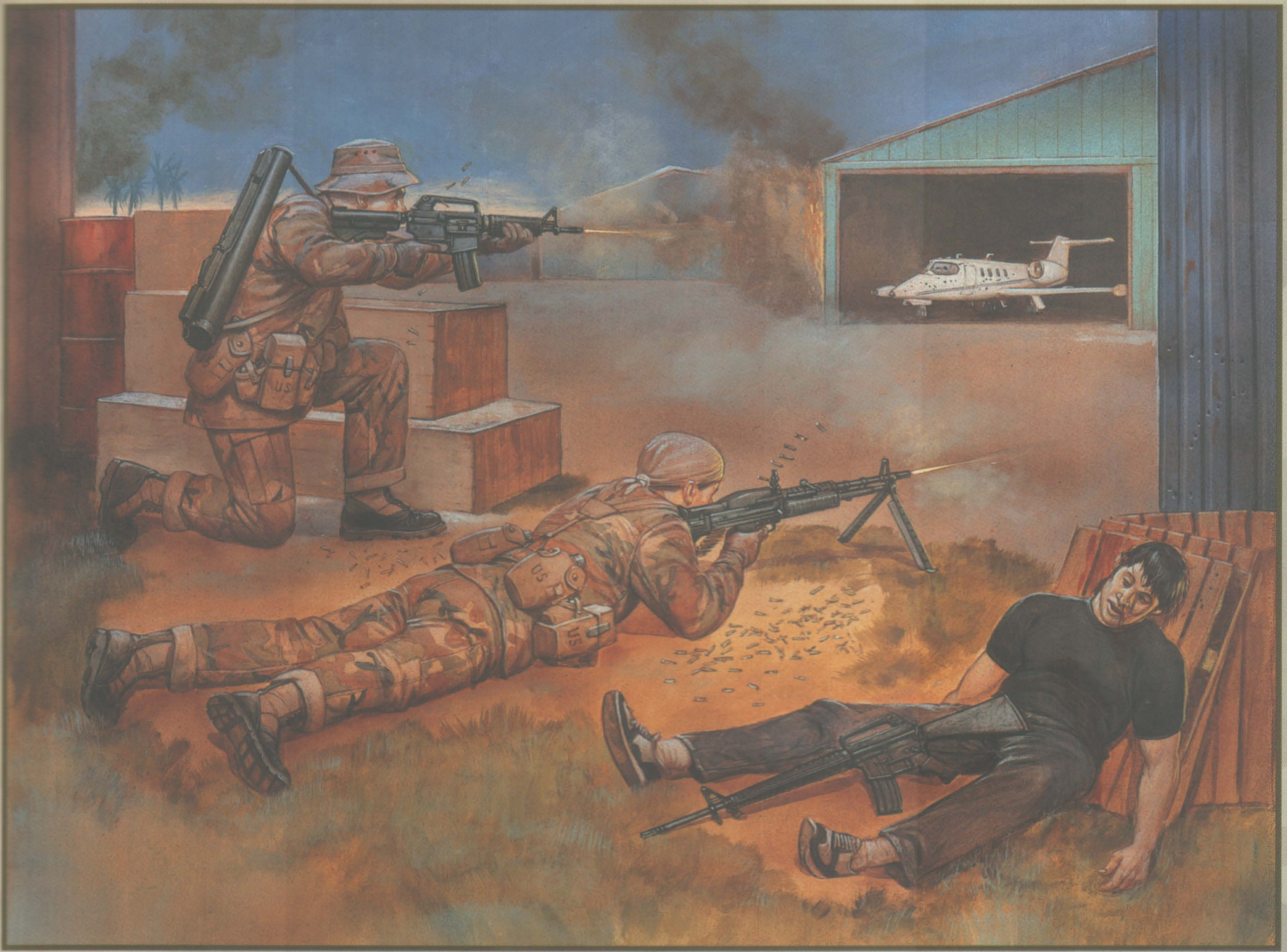
PANAMA

DEFENSE FORCES (PDF) MISSION

The Panamanian player must cause as many US casualties as possible in defense of Noriega's Lear Jet.

PDF VICTORY POINTS

- For each 1st Squad SEAL Seriously Wounded on the field at end: 2pts
- For each 1st Squad additional casualty inflicted (beyond starting forces): 2pts
- For each 2nd Squad SEAL Light Wound inflicted: 1pt



SEALs IN ACTION, PANAMA

- For each 2nd Squad SEAL Serious Wound inflicted: 2pts
- For each 2nd Squad SEAL KIA: 3pts
- Noriega's Lear Jet intact at end of scenario: 5pts

PANAMANIAN DEFENSE FORCES

PDF Basic Attributes

Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D8

1st Squad *(set up in hanger with Lear Jet)*
Squad Leader w/M16A1
Team One
3x Riflemen w/M16A1
1x Grenadier w/M203 (Lt. AP:1/AT:0)

Team Two
3x Riflemen w/M16A1
1x Support w/M60 LMG (Lt. AP:1/AT:0)

2nd Squad *(set up in buildings east of runway)*
Squad Leader w/M16A1

Team One
3x Riflemen w/M16A1
1x Grenadier w/M203 (Lt. AP:1/AT:0)

Team Two
3x Riflemen w/M16A1
1x Support w/M60 LMG (Lt. AP:1/AT:0)

SPECIAL RULES

FOG OF WAR

Fog of War cards are suspended for this scenario.

DESTROYING THE LEAR JET

Only figures armed with an AT-4 can destroy the Lear Jet. Resolve the attack as an attack on a vehicle. Treat the Lear Jet as being a Light Vehicle with 2D8 armor in all facings.

CROSS BORDER INCIDENT

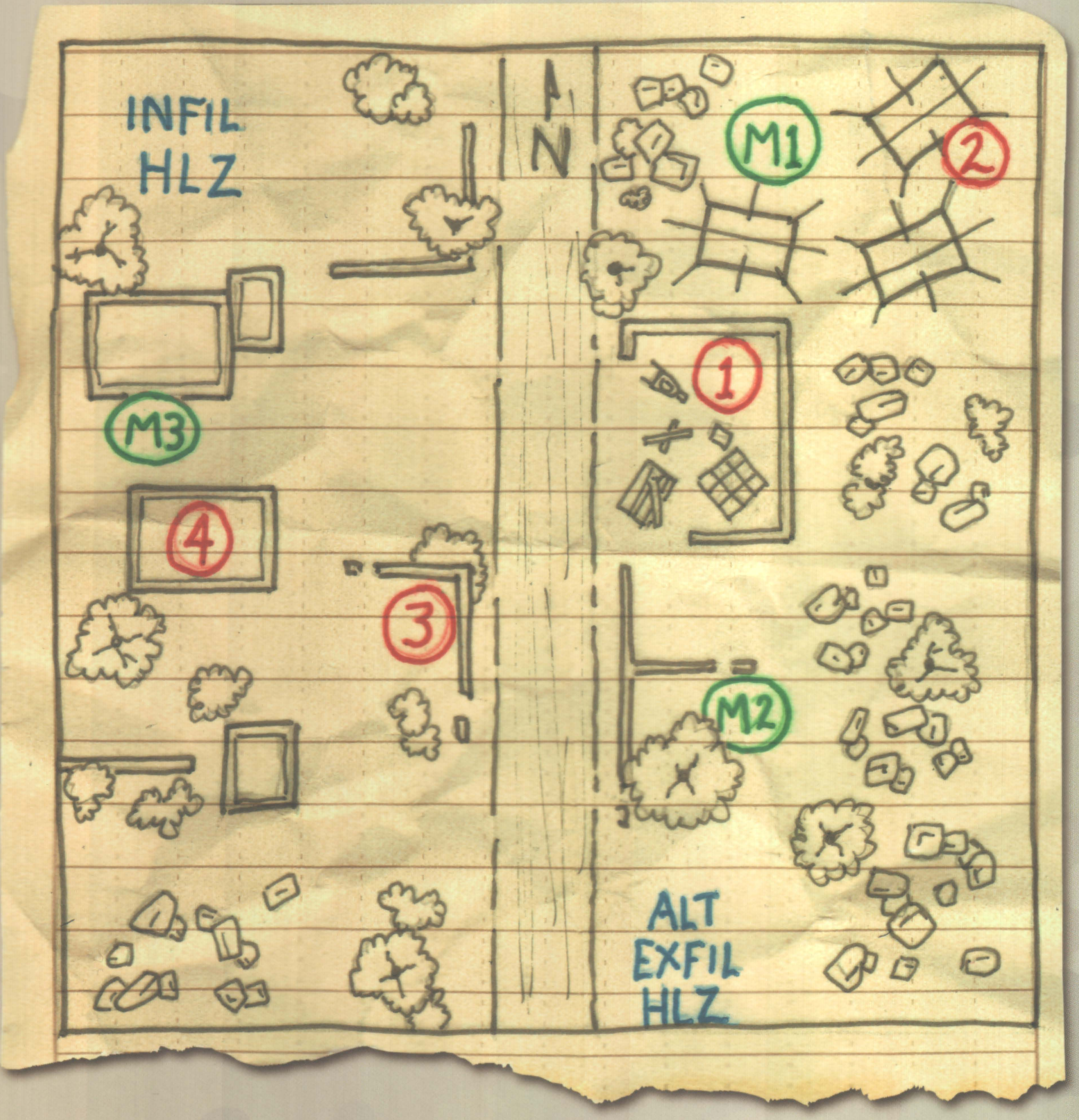
Eastern Syria, 26 October 2008

By Leigh Neville

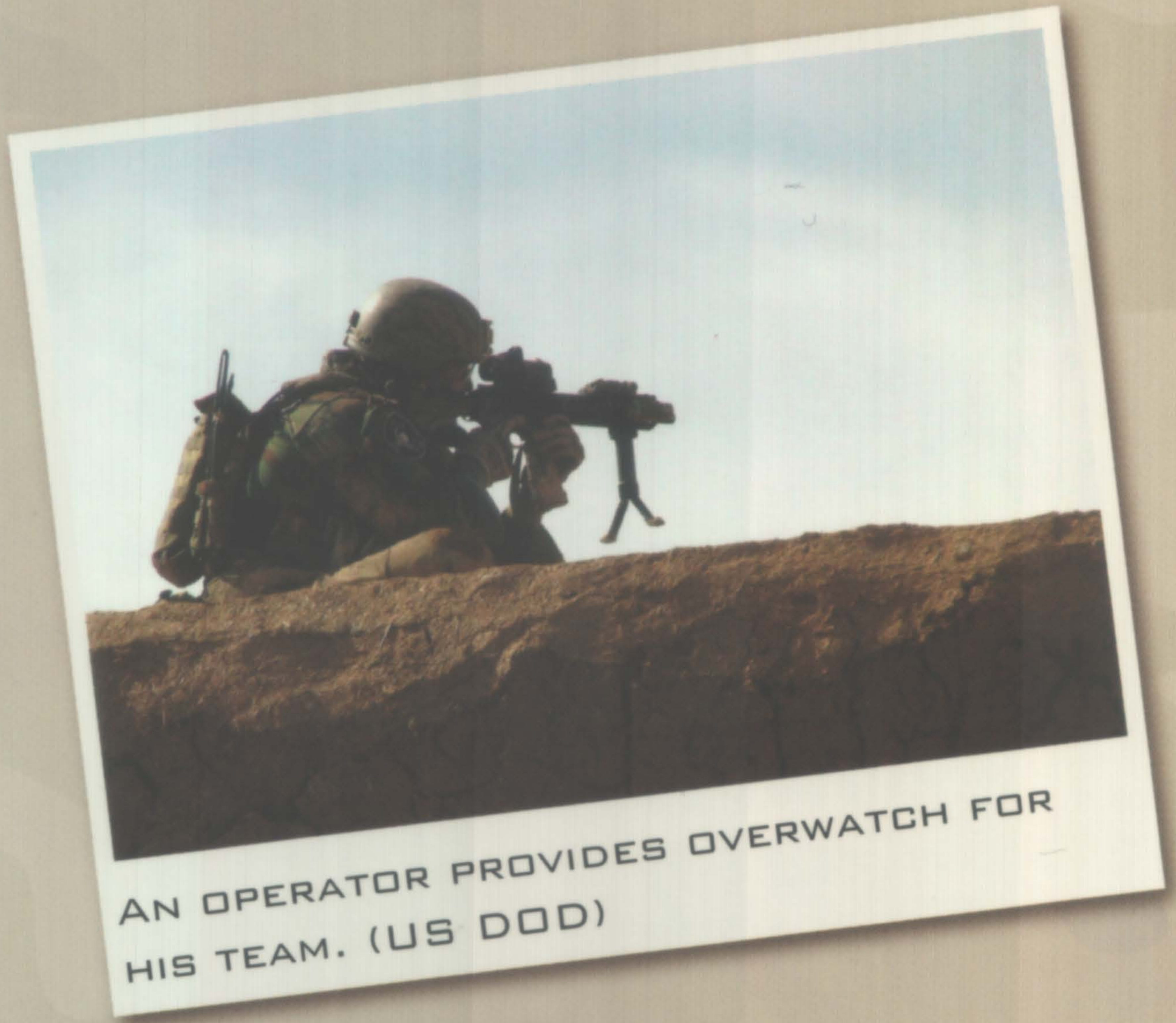
Syria's lengthy border with Iraq has long been a conduit for foreign jihadists entering Iraq to fight Coalition forces. At the height of the insurgency, over one hundred jihadists were entering Iraq across the border every month. Much of this activity was coordinated by an Iraqi-born al Qaeda facilitator known as Abu Ghadiya who had been working for the terrorist network since 2004. Along with his brother and several cousins, Abu Ghadiya headed a small al Qaeda cell of Iraqi Sunnis and a team of Syrians who carried out much of the logistics work for the jihadists. They maintained their headquarters and a safehouse for foreign fighters in the Syrian village of Sukkariya, five kilometers across the Iraqi border in eastern Syria.

Abu Ghadiya's cell had long been on the CIA and JSOC's High Value Target list and in October of 2008, a combination of electronic intercepts and overhead surveillance pinpointed their location in Sukkariya. The capture/kill mission was handed to the special operators of the Joint Special Operations Task Force known at the time as Task Force 88. Due to the time sensitivity of the target, a daylight raid was launched in the late afternoon of 26 October with four MH-60K special operations Blackhawks and two AH-6 Little Bird gunships entering Syrian airspace.

The AH-6s flew in the lead over the target location scanning for anything that could put the trailing Blackhawks in danger. Catching the terrorists unawares, two of the MH-60s quickly landed near a large construction site that served as the al Qaeda safehouse. Delta operators raced from the two Blackhawks as the other pair went into an orbiting pattern over the village to provide aerial sniper support and a CSAR capability if things went badly wrong. A fierce firefight erupted between the operators and the terrorists in and around the construction site and several outlying buildings. The AH-6s flew in low and added their miniguns to the fray, suppressing the terrorists and allowing the operators to close on their targets. Within minutes, according to media reports, eight terrorists were killed. Sources familiar with the operation contend that the body count



was far higher with the whole al Qaeda cell and their Syrian workers killed although there is some speculation that several al Qaeda members were captured and flown back to Iraq by Task Force 88.


AN OPERATOR PROVIDES OVERWATCH FOR HIS TEAM. (US DOD)

SCENARIO INFORMATION

Duration of Game: 6 Turns
Initiative: Asymmetric Engagement. US player has Initiative for duration of game
Fog of War: Determined normally by Reaction Test rolls
Table Size: 2'x 2' (15mm/20mm) or 4'x 4' (20mm/28mm+)

- M1–M3: Civilian Mobs
- 1: Al Qaeda Cell at construction site
- 2–4: Al Qaeda Cells

TASK FORCE 88 MISSION

Your mission is to insert your ground elements, capture or kill all identified terrorists and exfiltrate back across the border before Syrian authorities can react. As there are civilians in the village, rules of engagement are in effect. Your orbiting AH-6 gunships cannot use rockets in fire support due to collateral damage considerations and are restricted to only using miniguns. An MQ-1 Predator is in an overhead orbit providing vision to your command and control element and cancelling any terrorist Out of Contact Movement.

TASK FORCE 88 VICTORY POINTS

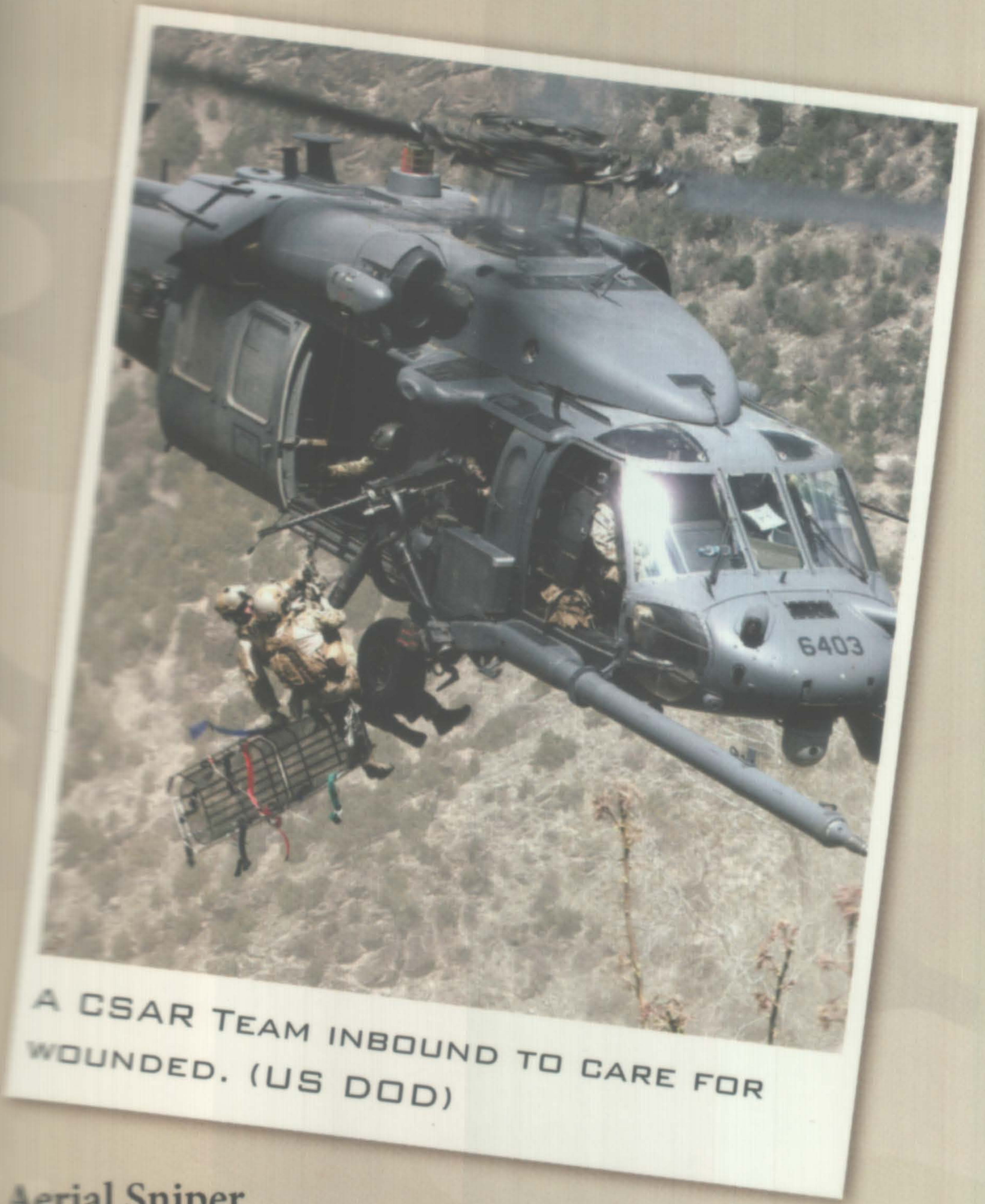
- Each terrorist killed: 1pt
- Abu Ghadiya captured: 10pts
- Abu Ghadiya killed: 5pts
- Each terrorist captured: 5pts
- No friendly KIA by end of Turn 6: 3pts
- Each civilian casualty: –3pts
- All ground elements on board helicopters (do not have to be in the air) by end of Turn 6: 5pts

TASK FORCE 88 FORCES

Task Force 88 Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Level: Abundant
Body Armor: Standard (+1D)
Troop Quality/Morale: D12/D12
All operators are equipped with smoke grenades including for their M203s and flashbang stun grenades

Force Element Alpha
1x Team Leader w/HK416
1x Grenadier w/HK416/M320 (Lt. AP:1/AT:0)
1x Gunner w/Mk46 SAW (Lt. AP:1/AT:0)
1x Operator w/HK416

Force Element Bravo
1x Team Leader w/HK416
1x Grenadier w/HK416/M320 (Lt. AP:1/AT:0)
1x Gunner w/Mk46 SAW (Lt. AP:1/AT:0)
1x Operator w/HK416



A CSAR TEAM INBOUND TO CARE FOR WOUNDED. (US DOD)

Aerial Sniper Team
1x Sniper w/HK417
1x Spotter w/HK416

Aerial C2 Team
1x Troop Leader w/HK416
1x Assistant Troop Leader w/HK416
1x Radio Operator w/HK416
1x EW Operator w/HK416
1x Special Tactics Combat Controller w/M4A1

Aerial CSAR Team
1x Team Leader w/HK416
2x Medic w/M4A1
2x Para Rescue Jumpers w/M4A1

160th SOAR Air Crew

All air crew are rated at D8/D10 and are armed with M4A1s.

AL QAEDA MISSION

You must protect Abu Ghadiya and his kin from the infidels and their helicopters. Several of your Fedayeen brothers are ready for martyrdom and have their vests ready. Use them to bring glorious death upon the invaders. If Abu Ghadiya is in danger of imminent capture, sacrifice him for the greater good of al Qaeda.

AL QAEDA VICTORY POINTS

- Each US KIA: 5pts
- Each Serious WIA: 3pts
- Each US POW: 10pts
- Each helicopter immobilized: 10pts
- Each helicopter destroyed: 15pts
- Abu Ghadiya not captured by US forces by end of Turn 6: 10pts

AL QAEDA FORCE

Al Qaeda Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D10
All al Qaeda cells start at the locations marked on the map

OPERATORS CLOSE ON THE TARGET BUILDING. (MINIATURES: ELHIEM FIGURES)

Terrorist Cell 1
1x Abu Ghadiya w/AK *(TQ/Morale: D8/D12)*
1x Gunner w/RPG (Med. AP:2/AT:1(M)
3x Riflemen w/AK
1x Martyr w/AK and suicide bomb vest

Terrorist Cell 2
1x Leader w/AK *(TQ/Morale D8/D12)*
1x Gunner w/RPG (Med. AP:2/AT:1(M)
1x Gunner w/RPK (Lt. AP:1/AT:0)
2x Riflemen w/AK

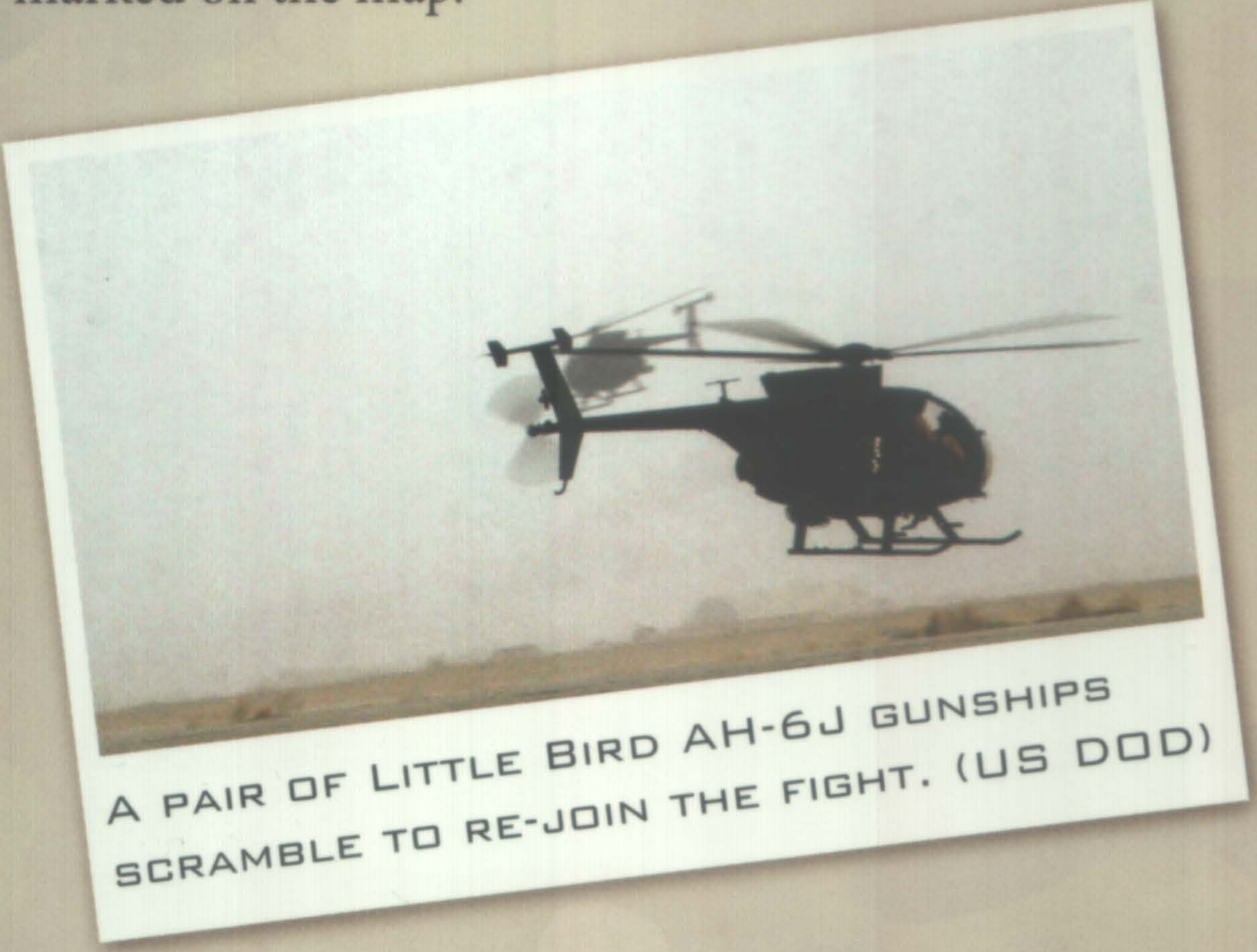
Terrorist Cell 3
1x Leader w/AK *(TQ/Morale D8/D12)*
6x Riflemen w/AK

Terrorist Cell 4
1x Leader w/AK *(TQ/Morale D8/D12)*
1x Gunner w/RPG (Med. AP:2/AT:1(M)
4x Riflemen w/AK
1x Martyr w/AK and suicide bomb vest

SPECIAL RULES

AL QAEDA STARTING LOCATIONS

The four cells must be placed within 3" of the number marked on the map.



A PAIR OF LITTLE BIRD AH-6J GUNSHIPS SCRAMBLE TO RE-JOIN THE FIGHT. (US DOD)

SUICIDE BOMB VESTS

Terrorists listed as equipped with suicide bomb vests can use these devices as specified in the core *Force on Force* rules (pg. 89). The vests are particularly effective as they were built by an al Qaeda master bomb maker and rated at 6D8 against personnel within a 6" radius. Against helos on the ground, they attack with a roll on the Light Gun column of the Medium Helicopter Chart. The martyrs can split off from their cell at any time to move into position to strike. At that point, they are considered a detached individual element.

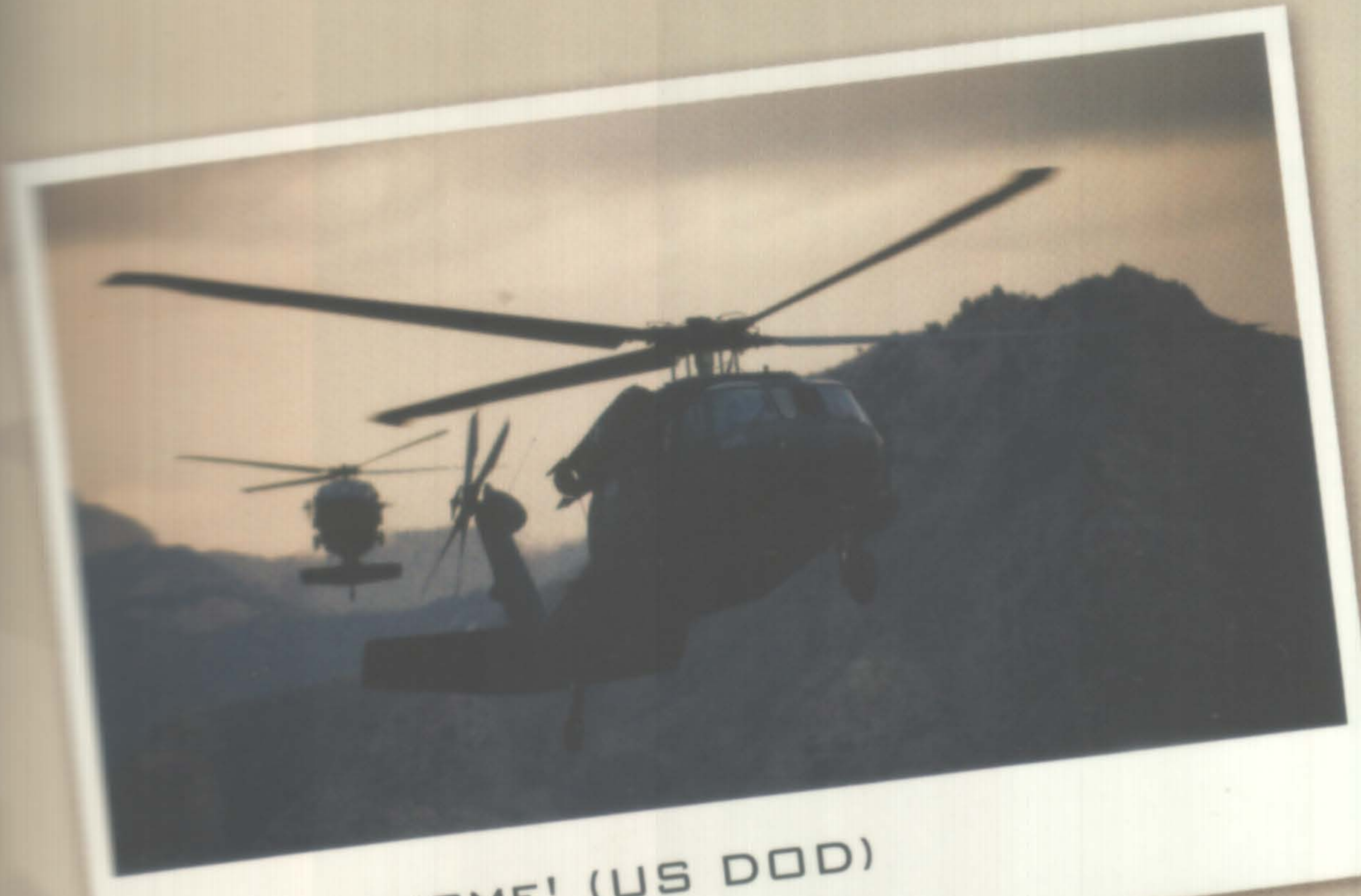
CIVILIANS

There are numerous civilians in the area of the target location. Place a group of civilians at each point marked M1 - M3 on the map. Each turn the civilians will move as per the core *Force on Force* rules. There is no opportunity for the terrorists to "turn" these Syrian civilians and they are not counted as civilian mobs for those purposes.

HELICOPTERS

The Task Force is equipped with four MH-60K Blackhawk helicopters armed with door gunner crewed miniguns and two AH-6J Little Birds armed with miniguns and 2.75inch rocket pods.

Delta arrive on the first turn with the two force elements (Alpha and Bravo) starting at the "Infil" helicopter landing location marked on the northwest corner of the map. Delta operators must be placed anywhere within 3" of the landed helicopters at the start of the game (both Blackhawks – each carrying one Delta force element start the game landed at the marked HLZ). The other two Blackhawks remain overhead ready to provide support- one carries the aerial sniper team and the CSAR element whilst the other carries the C2 element.



THE RIDE HOME! (US DOD)

The aerial sniper team can provide precision fire support from the air (with a TQ reduction to D10 as per the core *Force on Force* rules) as can individual Blackhawks with their minigun door guns. The pair of AH-6s can also provide air support with their miniguns (rockets are not permitted to be deployed due to ROE restrictions). The CSAR team is assigned the mission of rescuing any personnel involved in a downed helicopter. They may land and deploy on the ground in support of the Delta force elements under certain circumstances, as can the C2 element, however deploying these elements can only be conducted if Delta has suffered one seriously wounded operator at a minimum.

Each turn, the US player must decide on which helicopter support they wish to use that turn – aerial sniper, Blackhawk door gunners or the AH-6s. Due to the close coordination between Delta and the 160th SOAR, any Delta team leader or anyone in the airborne C2 element in LOS to the intended target can direct aerial support. Once LOS is established, choose which type of helicopter you wish to make the attack and make the standard air support roll with bonuses for Special Forces and Dedicated Support. Only one helicopter per turn can provide fire support.

EXFILTRATION

To gain an extra 5 Victory Points, Delta (and any prisoners) must be back on-board the extraction Blackhawks by the end of Turn 6. The two Blackhawks can land at either the marked HLZ used for the initial infiltration or the alternate HLZ marked on the map.

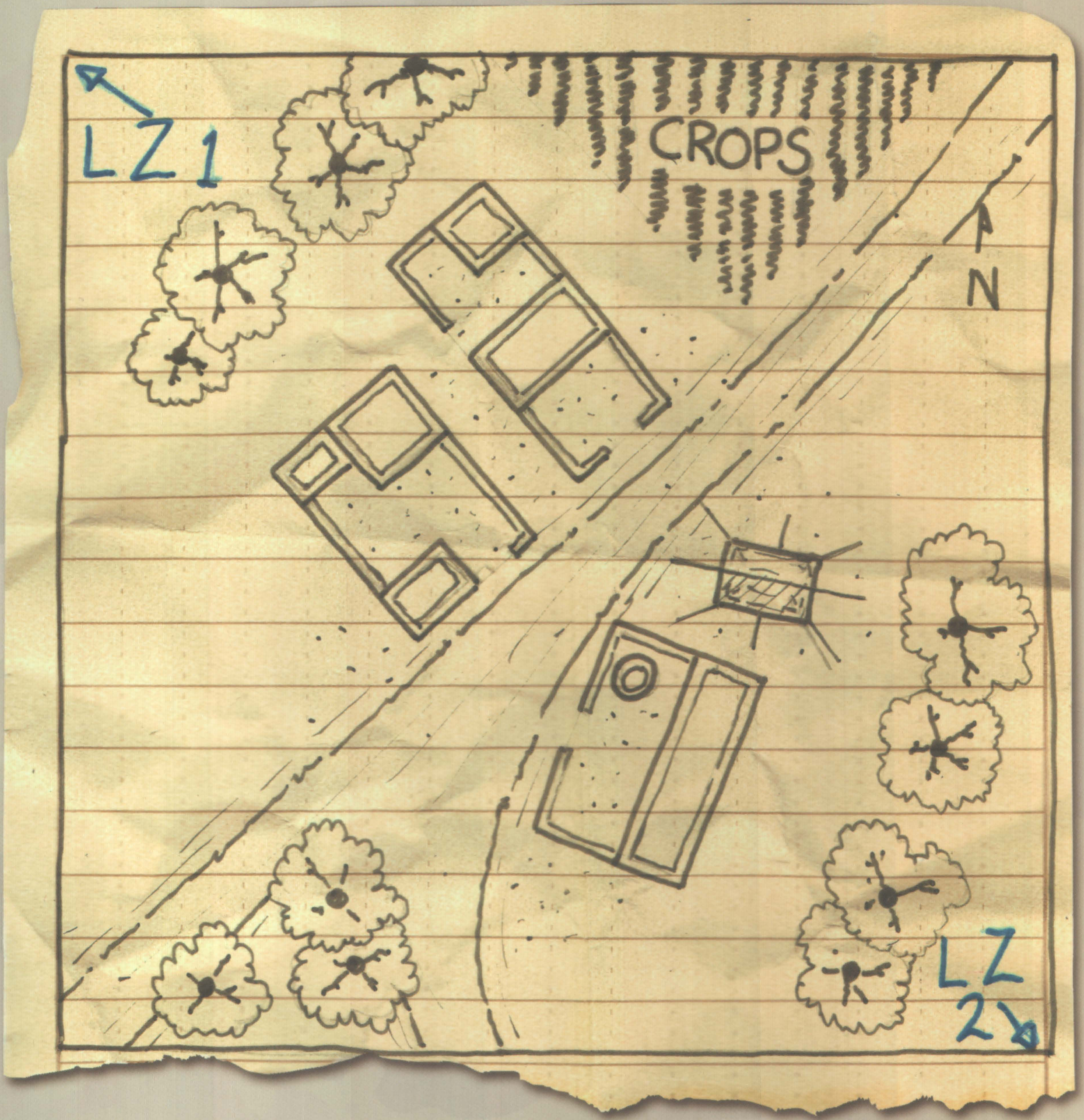
NIGHT RAID

Helmand Province, Afghanistan, 2012

By Christopher Maes

Despite their unpopularity with the Afghan populace and increasing objection from the government of Hamid Karzai, night raids remained one of the most useful tools in the NATO/ISAF arsenal. Each day, Taliban leaders and other key players in their war of terror against the Government of the Islamic Republic of Afghanistan (GIRoA) were hunted down and tracked by highly trained professionals using an assortment of intelligence gathering tools; their patterns of life (POL) observed and their whereabouts fixed. Each night, teams of equally highly trained individuals went out to capture or kill these High Value Targets (HVTs) and their associates. In an effort to stave off negative publicity and to put an "Afghan face" on things, the Coalition-trained Afghan Special Forces took the leading role in these operations more frequently. This scenario is representative of such operations.

Tonight's target (Objective *Windsor*) is "deputy shadow governor" and weapons "facilitator" operating in the Sangin area. He is associated with international terrorist organizations operating from across the border and has been directly linked to several bomb-making cells responsible for the deaths of Coalition soldiers. He is currently operating outside of his normal area of operations (AO) but is believed to be bedding down in one of the target buildings. Direct ground action has been authorized to kill or capture him and bring in any associated military aged males (MAMs).



Scenario Information

Duration of Game: 10 turns, or until all Coalition forces have left the area

Initiative: Coalition Forces have Initiative at all times

Fog of War: Determined by Reaction Test rolls

Special Conditions:

- Night Fighting rules apply. Coalition troops have Night Vision, the opposition force does not.

Local Insurgency Level: 2

Table Size: 3'x3'

COALITION MISSION

Apprehend the HVT and other POI and exfil while sustaining minimal casualties and causing minimal collateral damage.

COALITION VICTORY POINTS

- HVT Captured Alive: 5pts
- No Friendly POWs at Game End: 5pts
- HVT Killed In Action : 3pts
- Bomb Factory Destroyed: 2pts
- Per Enemy POW Captured: 1pt

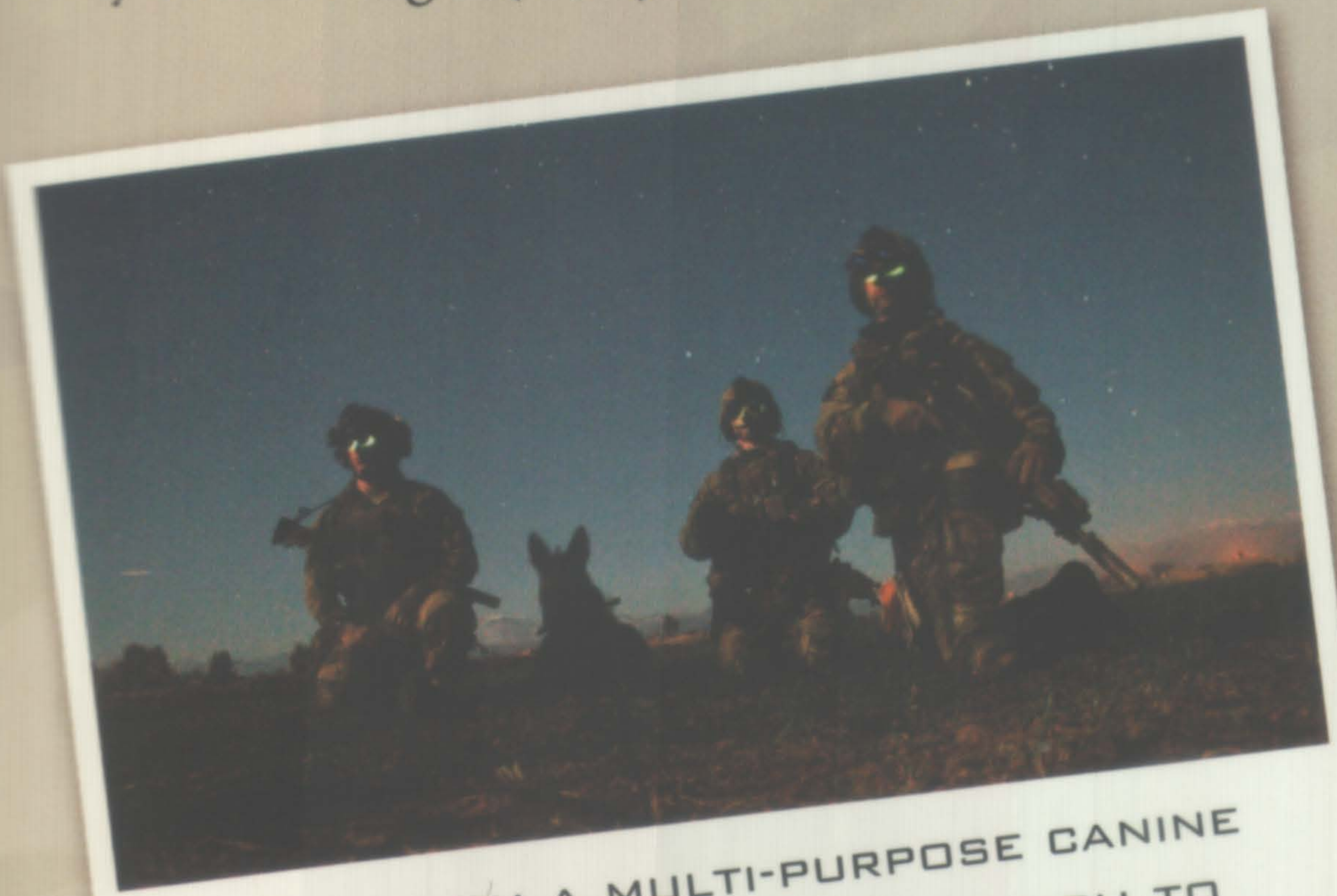
COALITION FORCES

There are two helicopter landing zones (off board): LZ1 (northwest) and LZ2 (southeast). All Coalition forces may deploy within 12" of either/both corners providing that each group has a maximum of 30 personnel. Extraction may be made through either or both LZs.

RANGER FORCES

Ranger Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Abundant
Body Armor: Light (+1D)



RANGERS WITH A MULTI-PURPOSE CANINE TAKE A KNEE DURING THE APPROACH TO WINDSOR. (US DOD)

Troop Quality/Morale: D10/D12
Unit Attributes/Assets:

- Stealthy
- Each Ranger fireteam is carrying 1x M72A2 LAW, breaching "hooligan" tools, collapsible ladders (for reaching rooftops) and explosives (for breaching, demolitions, etc...).

Ranger Strike Team Headquarters *(Counts as higher HQ, +1 to each die rolled in a Morale Check)*
1x Platoon Leader w/M4A1 Carbine
1x Platoon Sergeant w/M4A1 Carbine
1x Radio Operator (RTO) w/M4A1 and radio

Attached Assets
1x Medic w/M4A1 Carbine and aid bag
1x Interpreter (Terp) w/pistol
1x ETAC w/M4A1 and radio *(controls air assets)*
1x EOD Specialist w/M4A1 and tool/forensics kit
1x MWD Handler w/pistol
1x Military Working Dog (MWD) w/paws and gnashing teeth

First Ranger Rifle Squad
1x Squad Leader w/M4A1 Carbine

Fireteam 1
1x Team Leader w/M4A1 Carbine
1x Grenadier w/M320 UGL (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)
1x Rifleman w/M4A1 and Shotgun (for breaching)

Fireteam 2
1x Team Leader w/M4A1 Carbine
1x Grenadier w/M320 UGL (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)
1x Rifleman w/M4A1 and Shotgun (for breaching)

Second Ranger Rifle Squad
1x Squad Leader w/M4A1 Carbine

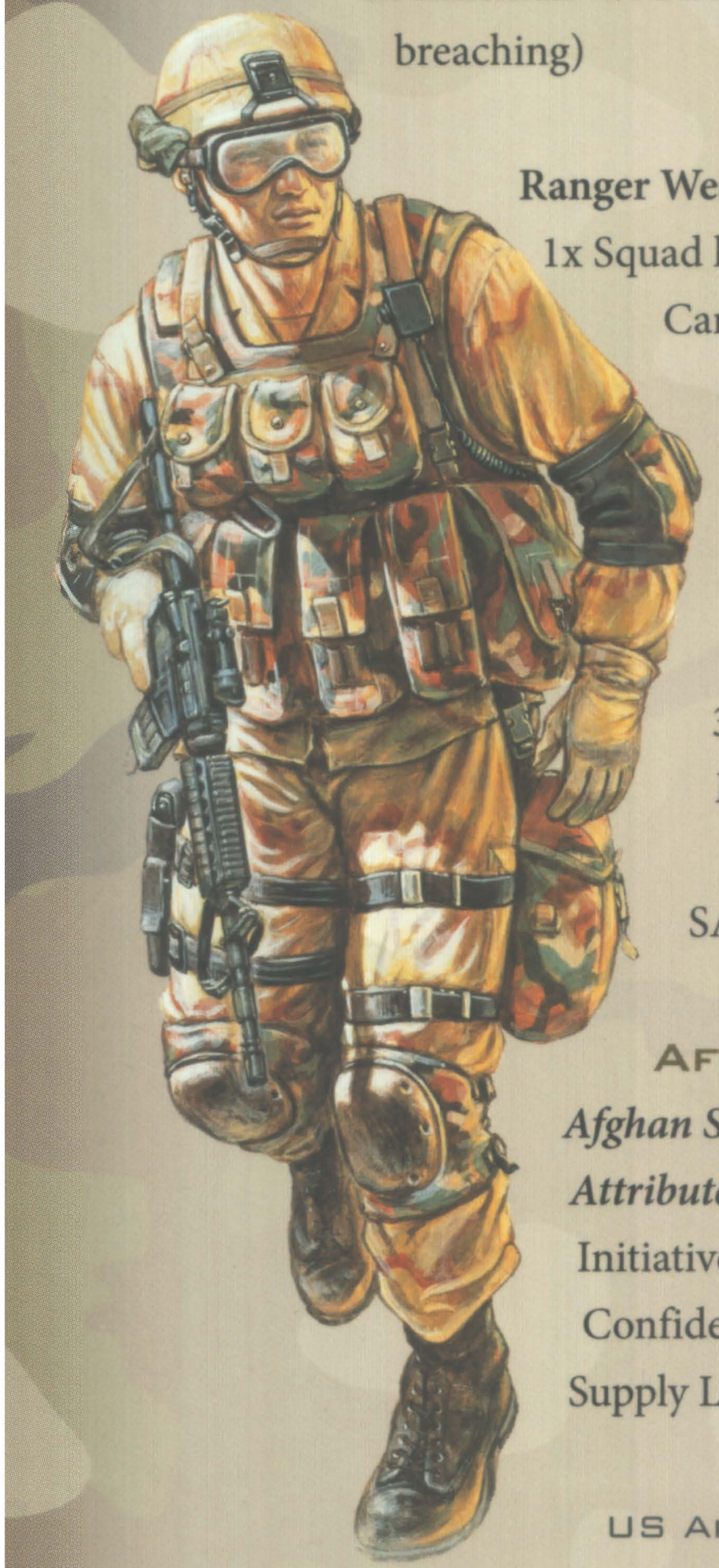
Fireteam 3
1x Team Leader w/M4A1 Carbine
1x Grenadier w/M320 UGL (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)
1x Rifleman w/M4A1 and Shotgun (for breaching)

Fireteam 4
1x Team Leader w/M4A1 Carbine
1x Grenadier w/M320 UGL (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)
1x Rifleman w/M4A1 and Shotgun (for breaching)

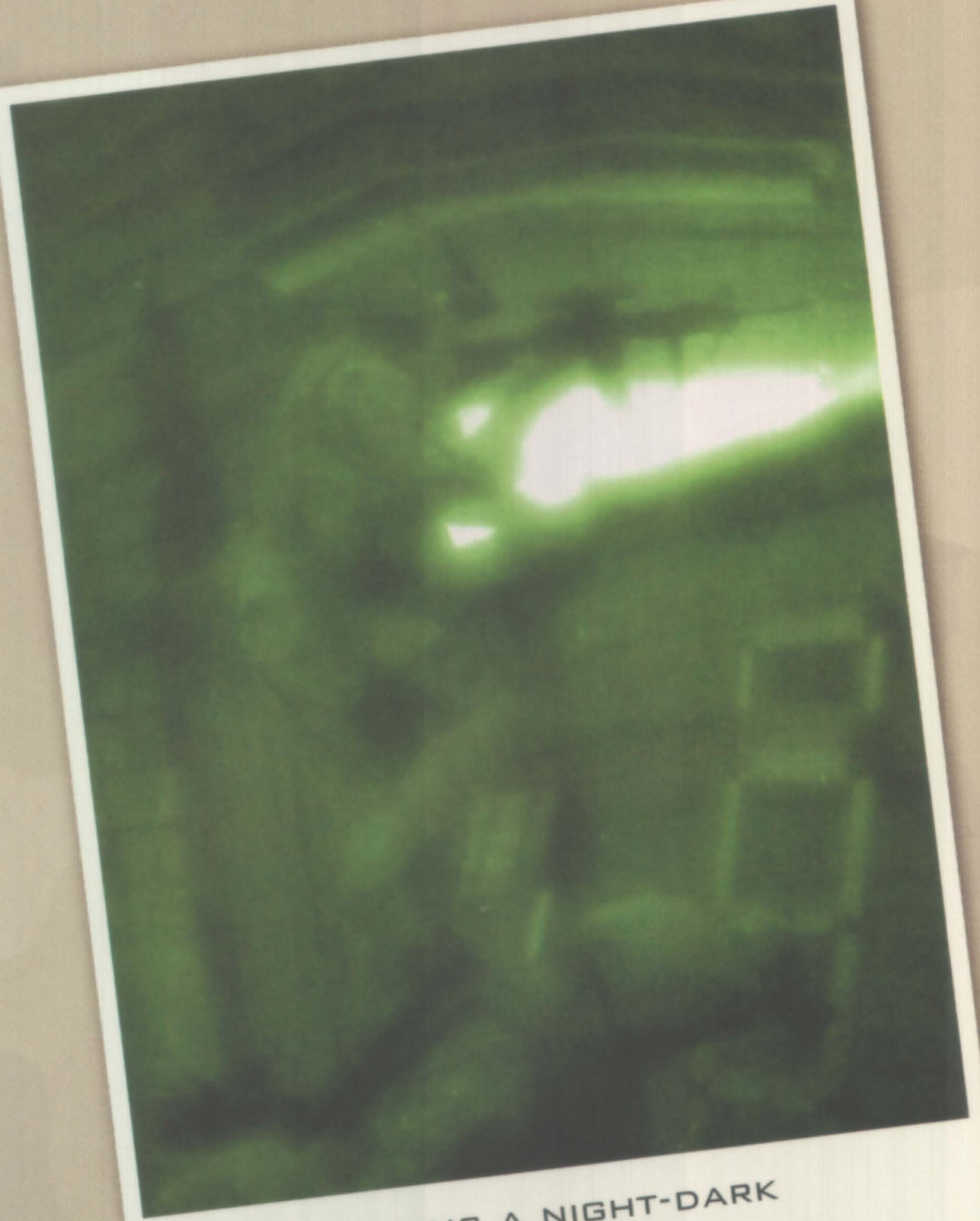
Ranger Weapons Squad
1x Squad leader w/M4A1 Carbine
3x Gunner w/M240L Machinegun (Med. AP:2/AT:0)
3x Assistant Gunners w/M4A1 Carbine
3x Designated Marksmen w/Suppressed M110 SASS

AFGHAN FORCES

Afghan Special Forces Basic Attributes
Initiative Level: D8
Confidence Level: High
Supply Level: Abundant



US ARMY RANGER



A RAIDER SCANS A NIGHT-DARK COURTYARD BEFORE ENTERING. (US DOD)

Body Armor: Light (+1D)
Troop Quality/Morale: D8/D8
Unit Attributes:
- Stealthy

Afghan Special Forces Squad
1x Squad Leader w/M4 Carbine

Fireteam 5
1x Team Leader w/M4 Carbine and Shotgun (for breaching)
2x Rifleman w/M4 Carbine
1x Rifleman w/M249 SAW (Lt. AP:1/AT:0)

Fireteam 6
1x Team Leader w/M4 Carbine and Shotgun (for breaching)
2x Rifleman w/M4 Carbine
1x Rifleman w/M249 SAW (Lt. AP:1/AT:0)

Additional Assets *(chose one from below, plus UAV)*

- UAV surveillance (automatic)
- Heavy Artillery
- AC-130 gunship
- Helicopter gunship (AH-6 or AH-64)
- Fixed wing Air Support

TALIBAN MISSION

Prevent the HVT from being Killed or Captured by the Infidels.

VICTORY POINTS

- HVT escapes/survives uncaptured: 5pts
- Bomb Factory survives: 3pts
- Per Enemy POW End of Game: 3pts
- Per Enemy Killed In Action: 2pts
- Per Enemy Seriously Wounded: 1pt

TALIBAN FORCES

Hardcore Taliban Basic Attributes
Initiative Level: D6
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D10 *(Count as Regulars)*

Local Taliban Basic Attributes
Initiative Level: D6
Confidence Level: Low
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8 *(Count as Irregulars)*
Deploy all elements within the three main compounds as explained below and in "set up" instructions.

HVT *(Hardcore Taliban)*
1x Leader w/AKM *(asleep in one of the Target Buildings)*

Bomb Maker and family *(Local Taliban)*
1x Leader w/AK-47 *(working in Bomb Factory)*
2x MAM w/AK-47 *(working in Bomb Factory)*
1D6x Family Members *(asleep in house; treat as unarmed Civilian Mob unless someone rolls to arm them)*

Neighbor family *(Local Taliban)*
1x Leader w/AK-47
1D6x Family Members *(treat as unarmed Civilian Mob unless someone rolls to arm them)*

Smugglers *(Hardcore Taliban)*
1x Leader w/AKM w/UGL (Lt. AP:1/AT:0)
3x Taliban w/AKM
1x Taliban w/RPK LMG (Lt. AP:1/AT:0)
These are the HVT's foreign contacts; they have recently arrived with a truckload of chemicals for making HME (Home-made Explosives). Four are currently asleep in the guesthouse; one is taking a smoke-break by the Technical.

Assets
1x Small IED *(see Special Rules)*
1x Technical *(no crew; concealed in barn, etc. – do not reveal to Coalition player unless Taliban fail Intel Check by rolling a 1)*
1x Truck loaded with chemicals *(Parked within 8" of the Bomb Factory)*
Bomb Factory *(Located in one building in the Target Area)*

Reinforcements

Helmand Province is in the Pashtu-majority southern region of Afghanistan, the Taliban heartland. Once the alarm is sounded, sympathetic locals may arrive on the scene to help their Taliban neighbors. Each turn (after the alarm is raised, shots fired, etc...) the Taliban player will receive Reinforcements if he rolls a 1 or 2 on a D6. Roll an additional D6 to determine what Hot Spot they arrive at and a D10 on the table below to determine what arrives.

DIE ROLL (1D10)	REINFORCEMENTS
1	1D6 Taliban w/AK
2	1D6 Taliban and 1x Leader w/AK
3	1D6 Taliban and 1x Leader w/AK
4	1D6 Taliban w/AK and 1x Leader w/AK
5	1x Taliban RPG Gunner (Med. AP:2/AT:2(M)
6	1D6 Taliban w/AK and 1x RPG Gunner (Med. AP:2/AT:2(M)
7	2D6 Taliban w/AK, 1x Leader and 1x RPG Gunner (Med. AP:2/AT:2(M)
8	1x Taliban PKM Gunner, and 1x Taliban Assistant Gunner w/AK (Med. AP:2/AT:0)
9	2x Taliban RPG Gunner and 1x Leader (Med. AP:2/AT:2(M)
10	1x Taliban Sniper with Dragunov SVD (Sniper Rifle) and Spotter w/AK

SPECIAL RULES

SET-UP

The Taliban player sets up their forces and local civilians first, then the Coalition player makes his plans. Taliban player sets up Hot Spots before Coalition Forces are placed on map. Hot Spots may not be placed within 4" of any of the Target Buildings or within 8" of each other.

NIGHT RULES

All Rangers and ASF have night vision equipment and are considered *Stealthy*. All Hardcore Taliban have night vision equipment; Local Taliban do not.

AERIAL SURVEILLANCE/MULTI-SOURCE INTEL

As the Coalition Forces have the area under surveillance from UAVs, they will have a pretty good idea of whom and what is in the area; indeed, this is essential to the Coalition planners. The Taliban player determines which buildings contain the HVT and the other persons including civilians; he then tells the Coalition player how many MAM (Military Aged Males), females and children are in each building and which building contains the HVT. Both the Coalition player and the Taliban player make TQ checks to determine the quality of the Coalition Intel. If the Taliban player is successful in rolling a 4 or better and higher than the Coalition player's roll, the Taliban player may roll on the Bad Intel Table below. If, however, Taliban player fails by rolling a 1, then the Intel is not only accurate, but they have also detected the presence of the concealed Technical. If the Coalition player rolls a 1, then the Intel guys have really dropped the ball on this one. (Taliban player may roll twice on the Bad Intel Table.)

DIE ROLL (1D6)	RESULT
1	Add 1D6 Civilians (distributed randomly among the target buildings)
2	Replace 1D6 Civilians with armed Local Taliban
3	You may add a Guard Dog or Herd Animals to your forces
4	You may move the HVT to a different target building
5	You may move a total of 1D6 figures to different target buildings
6	*Wrong Guy!* They've misidentified their target. Remove the HVT.

SMALL IED

The Taliban have the ability to employ a Small IED: AP:2/AT:1 (3" radius). To do so, a Taliban Leader or Hardcore Taliban (or the HVT himself) may declare it as an action or a reaction. To successfully employ the IED, they must pass a TQ Check.

BOMB FACTORY

The Bomb Factory resembles a cross between an industrial kitchen and a toxic waste dump. Regardless of the fact that the chemicals are present for the purpose of making explosives, most of them are not healthy to be around, in general. Add to this the fact that a Bomb Maker is not likely to *just leave his lab unprotected...* The lab is likely booby-trapped and even if not, the chemical compounds are not stable and an unwary person is likely to trigger an event with catastrophic results. Coalition Forces entering the lab must take a TQ Check; failure results in one "hit"; a roll of 1 means that the lab has just gone up in a huge explosion (Large IED: AP:4/AT:3 (6" radius)). If EOD is present, treat it like a spotted IED.

PID CHECKS

PID Checks are not required in the target area. Anyone entering the area from outside or potential targets outside the target area must be properly ID'd before being engaged. This can be simulated abstractly by requiring Coalition Forces to pass a TQ check to engage forces that have not already engaged them.

MILITARY WORKING DOG

Coalition forces make extensive use of military working dogs (MWDs) in Afghanistan. Dog teams offer several advantages in game terms:

- MWD teams automatically detect IEDs within 8" (even if an IED Fog of War Card is played by the Taliban player, it can be negated if a canine team is within 8")
- MWD teams automatically detect any hidden unit within 8"
- MWD teams prevent any Out of Contact movement within 8"
- MWD teams negate the use of any Hot Spots within 8" The dog does not "shut down" the Hot Spot but stops any insurgents using that Hot Spot while the canine is near. This represents the cultural dislike of dogs by Afghans.
- MWD teams add an extra FP die in close combat supporting their handlers (and count as casualties for purposes of Morale checks) MWD teams force a -1 negative Die Shift to Morale checks on units they engage in close combat- again this simulates the traditional dislike/fear of canines in Afghan culture.
- Finally, canines can be useful in moving on and dispersing civilian mobs and provide a +1 to the TQ roll of a Coalition unit attempting to disperse a civilian mob.

EOD TEAM

Explosive Ordnance Disposal teams must often manually inspect and render safe IEDs. Unless specified in the scenario notes, EOD assets are governed by the following rules – they must spend one turn static in line of sight of the device to simulate attempting to make the device safe by the use of an EOD droid, remote disruptors or by sniper rifle fire. This requires a successful TQ Check. If passed, the device has been remotely disrupted. If not, the EOD operators must approach on foot (The Long Walk) and attempt to manually disrupt the device. The EOD operator must make base contact with the device and spend one turn static, defusing the device. This requires a TQ Check. If successful, the device is rendered safe. If not, the device explodes. The EOD team gain a +2 to their Defence Dice due to their EOD suits and blast screens.

CIVILIAN CASUALTIES

When the unthinkable occurs and civilians are injured due to proximity to a firefight, an IED, or an air/artillery strike, it is incumbent upon Coalition forces to see to their well-being as soon as it is tactically feasible.

When civilians are injured within LOS of Coalition units, one or more of those units must move to aid them. Coalition units are not bound to rush into the open and expose themselves to obvious firetraps however, and may wait until the situation is stabilized to aid the fallen civilians. Waiting too long though may mean the difference between a moral victory and defeat.

Coalition forces gain 1 Victory Point for tending to a civilian casualty. Casualties are "tended to" by moving into contact with them and accomplishing a First Aid check. If the civilian casualties are not in cover or out of LOS from the enemy, they must be moved to a position where they are before conducting the First Aid check as per Coalition casualties. Coalition units moving civilian casualties to cover or out of enemy LOS are considered to have Dependents.

Coalition forces lose 2 Victory Points for each civilian casualty they fail to tend to prior to the end of the last game turn.

Once casualties are in a safe area, a First Aid check may be made. Use the First Aid Check appropriate to the unit making the check. Civilian casualties who are OK or Lightly Wounded may be dismissed.

Seriously Wounded civilians must be cared for or, preferably, evacuated. A unit may care for a Seriously Wounded civilian by remaining in place and moving only to find a position that provides better cover and less exposure to the enemy. A unit is considered to have Dependents while caring for a Seriously Wounded Civilian. Seriously Wounded civilians may also be taken to a CASEVAC station or Casualty Collection Point, MEDEVAC by air assets or returned to the Coalition player's board edge to be handed over to off-board units. Seriously Wounded civilians may also simply be abandoned by Coalition units. Nothing can be done for dead civilians.

Tending to injured civilians by performing a First Aid Check earns the Coalition force 1 Victory Point per civilian casualty tended.

Coalition units who care for a Seriously Wounded civilian gain 2 Victory Points per civilian casualty aided. Coalition units caring for injured civilians suffer from the *Dependents* penalty

Coalition units gain 3 Victory Points for each Seriously Wounded casualty evacuated. Civilian casualties are considered evacuated if they are turned over to a CASEVAC asset or are in the custody of a Coalition unit at game's end.

The Coalition force loses 2 Victory Points for each Civilian casualty left untended at the game's end. At game's end, make a First Aid Check for casualty left untreated by Coalition forces and subtract one Coalition Victory Point for each fatality (an untreated Civilian fatality thus costs the Coalition force 3 VP in total).

ARTILLERY FIRE AND AIR STRIKES

The use of artillery and air strikes is unnerving to the local populace, who fear seeing their home or loved ones injured or obliterated by a stray shell or bomb. Photos or videos of enormous explosions rising into the sky over a civilian village make great publicity for the Taliban, too. As a result, the use of such overpowering force must be carefully moderated.

To reflect the potential negative effect of overusing artillery and air assets, the Coalition player loses 1 Victory Point each time his force drops a bomb, launches a Hellfire or rocket pod from the air or calls in an artillery fire mission (above 81mm mortar).

Any time artillery or air strike is called in on a building, there is a chance of civilian casualties amongst neighbors, civilians hiding in the house while Taliban use it for cover against their will or fleeing inhabitants. To determine if civilians were injured by a strike against a building, roll Troop Quality check for the unit/figure calling the strike – if the check fails, the strike has caused 1D3 civilian casualties. The Coalition player loses an additional Victory Point for each civilian casualty.

The presence of the press only makes matters worse from a publicity/information operations standpoint. Subtract an additional Victory Point in each of the above instances if a media team is within LOS of the strike.

CLOSE AIR SUPPORT RESTRICTIONS

Coalition Forces are focused on COIN and limiting civilian and infrastructure damage from air strikes. To request the use of any aerial ordnance heavier than 20mm or 30mm cannon, the attached JTAC/CCT/ANGLICO must make their TQ check for calling in air at a -2 modifier to simulate these restrictions.

JDAMS: GREAT FOR FLATTENING ENEMY POSITIONS, NOT SO GREAT AT WINNING FRIENDS AND INFLUENCING PEOPLE. (US DOD)

IS THAT A GUY IN A BURKHA?

Taliban forces have become very adept at concealing their true identities and escaping the battlefield. All Taliban can cache their weapons, webbing and/or adopt civilian dress (even dressing as females in Burkhas) if they spend one turn out of Line of Sight of any Coalition element. In the following turn, the Taliban element must withdraw disguised as civilians and are immediately taken off the table. If ISTAR and/or drones are deployed (per the scenario in play), the ruse is unsuccessful.

HOT SPOTS (AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

IN COVER BONUS

Local Taliban that have not moved during their activation and are not Exposed automatically gain the *In Cover* bonus to simulate their familiarity with and more effective use of local cover and concealment. Their Tier One or Hardcore Taliban brothers also automatically receive this advantage if they have not moved and are not Exposed.

SQUIRTERS

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the Squirters rule during Morale Checks as detailed in the main *Force on Force* rules as they are considered Regulars. Only Local Taliban, classed as Irregulars, suffer from this on rolls of 1 during a Morale Check. For purposes of this scenario, the Squirters Rule is modified thusly: all Squirters will drop their weapons and attempt to flee the area by the shortest/safest route – see rules concerning Afghan Civilians and "Is That a Guy in a Burkha?"

TALIBAN AND CIVILIANS

Taliban leaders may attempt to influence or "turn" civilian mobs as per the standard *Force on Force* rules. Taliban elements may also attempt to blend in with civilians – any Taliban element (not al Qaeda or foreign fighters) may blend with any civilian mob it is in base contact with. The Taliban element must roll a successful TQ check equal to or less than the current local insurgency level to accomplish this. Once "blended," the Taliban element is effectively out of action and is taken off the board and cannot be re-introduced into the game. They do not count toward any Victory Point totals.

AFGHAN CIVILIANS

Unlike many civilians during the invasion of Iraq, Afghan civilians are tragically long seasoned to being caught in the middle of opposing forces. They will move away from the closest gunfire rather than toward it and attempt to escape off-board using the closest egress point that is at least 6" from a combatant unit of either side.

RPGS

Many different types of RPG warheads are found in-theatre. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll 1D6. For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:3(M).

GUARD DOG/HERD ANIMALS

These will react to the presence of any humans within 4" or a MWD within 8", waking/alerting the nearest 1D6 Afghans. Roll 1D6 to determine who responds:

1: 1 unarmed Boy shows up to see what is going on
2-3: 1 MAM with weapon (from closest group)
4-5: 1D6 armed MAM (from closest group);
6: Nobody shows up but entire neighborhood is now awake - the alarm has been sounded!

TERRAIN

There are three main compounds with tall walls and a number of small buildings in each. One contains the Bomb Factory, one is the Guesthouse and one is The Neighbor's. There may be a few walls or small buildings on the edges of the map, but the area to the north, northeast, south and southwest should be mostly open fields with some crops/scrub brush. In addition to the Cargo Truck, there may be a few other vehicles on the board, as well – perhaps a tent or open-air sleeping area if it is a warm night.

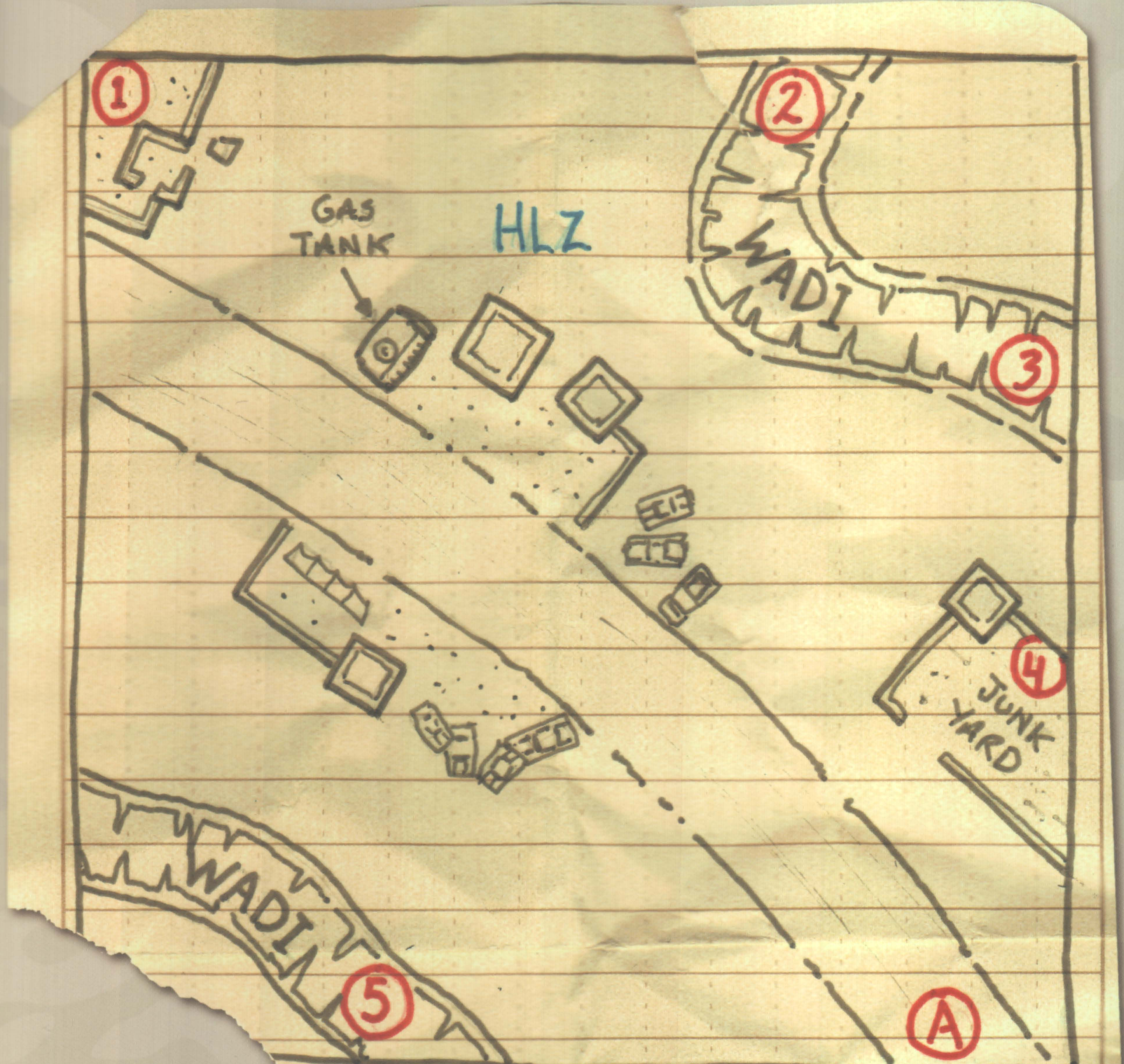
GENERIC SCENARIOS

GONE TO GROUND

A CSAR Mission on the Edge of a Nation in Political Turmoil

By Shawn Carpenter

The quick and relatively bloodless coups that produced a sea change in the region's political leadership did not


1
2
GAS TANK
HLZ
WADI
3
4
JUNK YARD
WADI
5
A

prove to be a universal characteristic. In at least one nation, the beleaguered old regime continues to hold out, defying world opinion with violent strongman tactics and disingenuous accusations of "foreign instigators" and mysterious "terrorists." In a world in which the leaders of some of the great powers remain entrenched in Cold War-era sensibilities, the violence grinds on and on, wreaking havoc on the civilian population and leading to accusations of atrocities. Envoys from various concerned nations and non-governmental organizations have been drawn to the ever-expanding tragedy in hope of easing the plight of the locals and confirming the military withdrawals claimed by the nation's government. En route back from a mission just over the border, a helicopter carrying elected officials and NGO executives from the west is struck by ground fire and forced to make a hard landing. A nearby SpecOps team is scrambled to launch a combat search and rescue (CSAR) mission to bring the civilian officials across the border to safety.

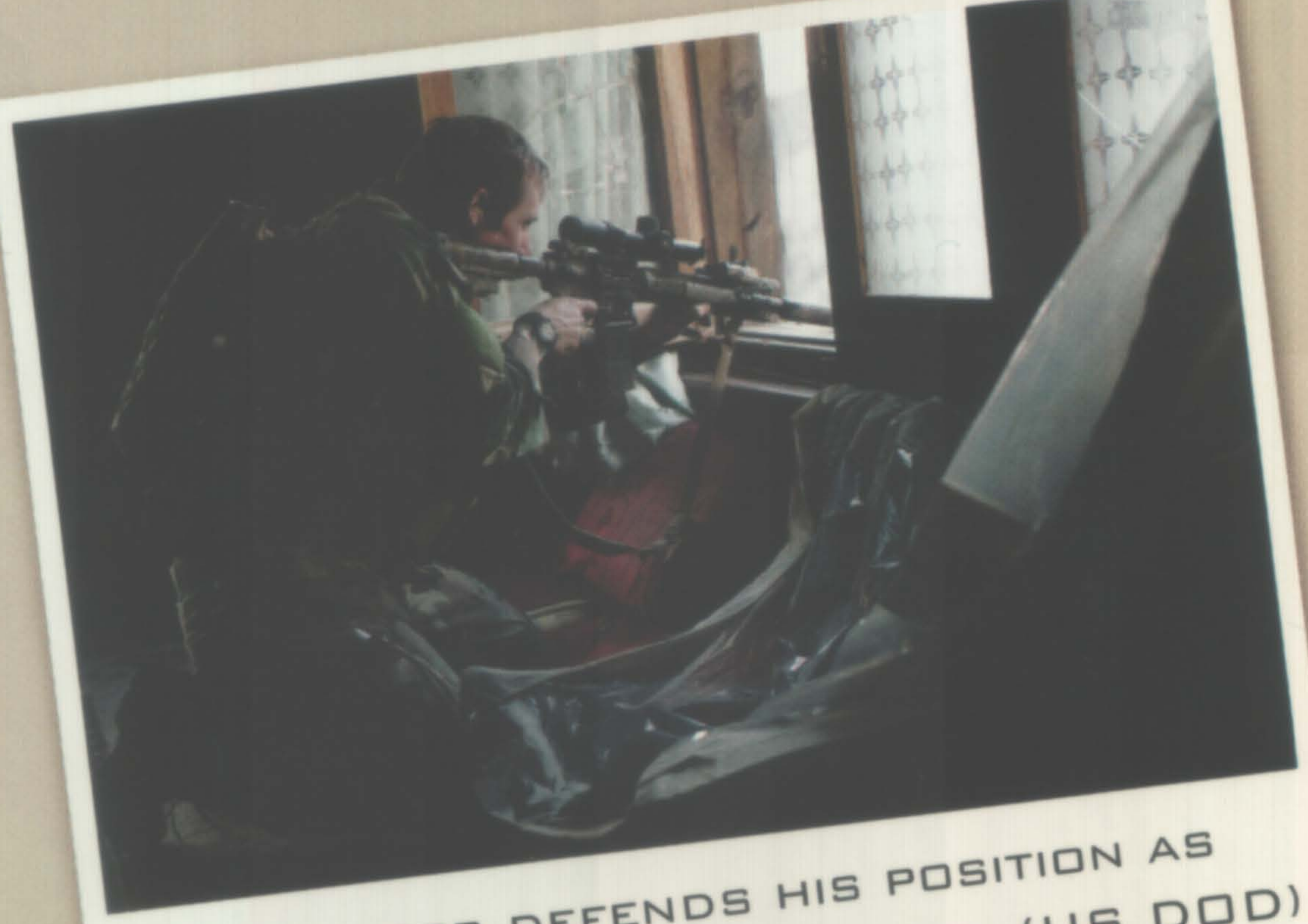
SCENARIO INFORMATION

Duration of Game: 8 Turns
Initiative: SpecOps for entire scenario.
Fog of War: Generated by Reaction Tests
Terrain: Arid flatlands broken up by wadis and a few cinderblock buildings.
Tabble Size: 3'x3'

- 1–5: Hot Spots
- A: PGF Vehicle Entry Point

SPECOPS MISSION

The SpecOps team was able to reach the civilian envoy's crash site, but their transport helicopters were driven off by ground fire. The team extricated the civilians, none of whom were seriously wounded, and withdrew to a cluster of buildings along the highway to establish a defensive position until air transport became available. Now, holed up in a gas station, a farmer's market, and what remains of some sort of auto parts store, the SpecOps team must protect the civilians from a mixture of government troops and armed militia that are converging on the area. They must hold until the end of Turn 6 when the powers that be free up close air support (CAS) to clear a landing zone and keep it clear long enough for the team and their wards to lift out of danger.


AN OPERATOR DEFENDS HIS POSITION AS THE ENEMY ATTEMPTS TO CLOSE. (US DOD)

SPECOPS VICTORY POINTS

- If no Civilians are captured (dead or alive) by the end of Turn 6, the SpecOps team wins. Any other result is a loss

SPECOPS FORCE

SpecOps Force Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: Normal (+1D)
Troop Quality/Morale: D10/D10

The SpecOps team will set up anywhere in or among the small buildings in the center of the map

SpecOps CSAR Team *(Divide into units as desired)*
1x Team Leader w/Assault Rifle
2x Medics w/Assault Rifles
2x SAW gunners w/SAW (Lt. AP:1/AT:0)
2x Grenadiers w/UGLs (Lt. AP:1/AT:0)
2x Riflemen w/Assault Rifles
1x AT gunner w/ATGM (AP:4/AT:4(M)
Note that the AT Gunner has only four ATGMs. When they're expended, he is considered armed with an Assault Rifle

The Civilians
There are five civilians in the SpecOps Team's care. The civilians must *be under the supervision of at least one SpecOps figure. They can be divided up among several units if desired. Any unit with civilians attached suffers from the Dependents penalty.*

PRO-GOVERNMENT FORCES (PGF) MISSION

Capture the foreign spies and agitators, dead or alive! They must be stopped from spreading more lies to stir up the rabble – an example must be made of them!

PGF VICTORY POINTS

- The PGF wins if they are able to capture even one civilian official

PRO-GOVERNMENT FORCES

PGF Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: Militia D6/D10; Army: D8/D10
Both Militia and Army Units are considered Regular *units.*

SPECOPS AT TEAM DRAWS A BEAD ON AN APPROACHING T55. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Initially, there are four PGF units on the board, located at Hot Spots 3, 4, and 5. At the beginning of each turn, roll to see what reinforcements arrive.

Hot Spot 3 *(Militia Unit)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
4x Riflemen w/AKs

Hot Spot 4 *(Army Unit)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
1x Gunner w/SAW (Lt. AP:1/AT:0)
4x Riflemen w/AKs

Hot Spot 5 *(Militia Unit)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
4x Riflemen w/AKs

SPECIAL RULES

THE GAS TANK

The gas tank on the side of the road is a rusted hulk draped with electrical cords. Once the firing starts, it becomes a bomb waiting to go off. At the end of each turn in which the SpecOps team has received fire, roll 1D6. On a roll of 5 or 6, the gas tank will explode and scatter burning debris on the building next to it. Any units within the building must vacate it immediately and the building cannot be occupied for the rest of the game.

Reinforcements

The PGF receives reinforcements at the beginning of each turn. Roll on the table below to see what reinforcements arrive. If multiple units arrive, roll separately for each unit to determine if it is a Militia or Army unit and which Hot Spot it will arrive from.

Any AFVs that arrive are automatically Army units and arrive from the spot marked A on the map. Technicals are automatically Militia units and also arrive from the spot marked A.

Die Roll (D12)	Reinforcements
1	1x Technical w/HMG (AP:4/AT:1(L) and 6x Riflemen w/AKs
2	1x Leader w/AK; 1D6+2 Riflemen w/AKs
3	1x Leader w/AK; 1x Gunner w/GPMG (Med. AP:2/AT:0); 2x Riflemen w/AKs
4	1x Leader w/AK; 1x Gunner w/RPG (Med. AP:2/AT:1(M); 1x Gunner w/SAW (Lt. AP:1/AT:0); 4x Riflemen w/AKs
5	1x Leader w/AK; 1x Gunner w/RPG (Med. AP:2/AT:1(M); 4x Riflemen w/AKs
6	1x BMP2 w/1x Leader w/AK; 1x Gunner w/RPG, 1x SAW (Lt. AP:1/AT:0); 4x Riflemen w/AKs
7	1x Leader w/AK; 1D6+2 Riflemen w/AKs and ROLL AGAIN
8	1x Leader w/AK; 1x Gunner w/GPMG (Med. AP:2/AT:0); 2x Riflemen w/AKs
9	1x Leader w/AK; 1x Gunner w/RPG (Med. AP:2/AT:1(M); 1x Gunner w/SAW (Lt. AP:1/AT:0); 4x Riflemen w/AKs
10	1x Leader w/AK; 1x Gunner w/RPG (Med. AP:2/AT:1(M); 4x Riflemen w/AKs
11	1x Leader w/AK; 1D6+2 Riflemen w/AKs and ROLL AGAIN
12	1x T55 Tank

Vehicles

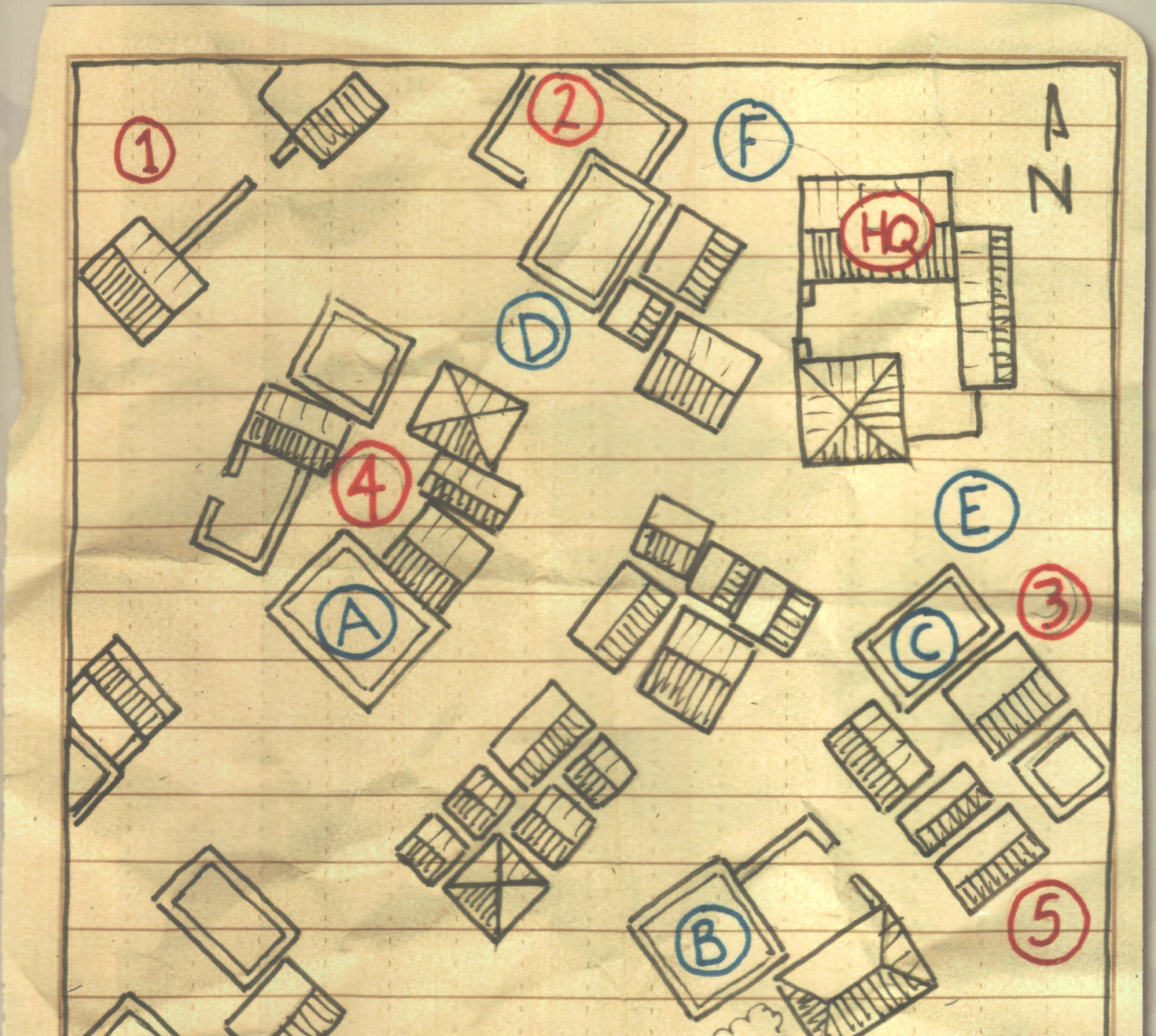
Name	Class	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Notes/Attributes
T-55 AM (refit)	H	T	100mm Cannon (Med. AP: 4/AT:4(M)	3D	3D8	2D8	1D6	1D6	4	*Obsolete* *Light for Class* *Up Armored (front only due to "bra armor")* *Death Trap*
BMP-2	L	T	30mm Cannon (AP:4/AT:2(M) ATGM (AT-4/5) (AP:3/AT:4(H) Ignores ERA, -1 Defense Die vs. Advanced ERA	3D	3D8	2D8	2D6	1D6	3+7	*Amphibious* *Main Gun & ATGM may not be fired at the same time* *Death Trap*

HOMECOMING

A Rescue/Counter-Piracy Mission

By Shawn Carpenter

An unexpected result of the international pressure placed on Somalia's piracy "industry" was a ramping up of violence, both in their ongoing operations and in the treatment of their existing hostages. This harsh reaction led the coalition of western powers to reconsider the urgency and risk vs. reward of launching rescue missions. Where hard intelligence existed, the planners went to the table...



SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: SpecOps for entire scenario

Fog of War: Generated by Reaction Tests

Special Conditions:

- Night Fighting – SpecOps has night vision and some suppressed weapons

Terrain: A squalid shanty town near the coast

Table Size: 3'x3'

- A, B & C: Potential Hostage Locations
- D, E & F: Pirate guard posts
- HQ: Pirate HQ building
- 1–5: Hot Spots

SPECOPS MISSION

An elderly couple whose boat was seized several months ago has been located. Disturbing intel has surfaced that indicates the couple is being treated with increased brutality and has been denied necessary medication and medical treatment. Fortunately, their location has also been all but pinpointed in a small shanty town near the coast. The SpecOps team will descend upon the town, secure the hostages, and convey them to safety. If the opportunity arises to strike a blow against the pirate leadership, it should be taken.

SPECOPS SNIPER TEAM ON OVERWATCH. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

SPECOPS VICTORY POINTS

- Hostages are Located: 5pts
- Hostages are off the board (dead or alive) by Turn 6: SpecOps Win!
- Hostages are off the board (dead or alive) by end of game: 10pts
- Pirate commander is killed or captured: 5pts
- Pirate HQ is searched: see Special Rules

SPECOPS FORCE

SpecOps Force Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Normal (+1D)

Troop Quality/Morale: D10/D10

The SpecOps teams enter anywhere along the south and east table edges. The teams exit from the same edges.

SpecOps Command Team

1x Team Leader w/Suppressed Assault Rifle
1x Gunner w/SAW (Lt. AP:1/AT:0)
1x DMR w/Suppressed Sniper Rifle
1x Communications Sgt. w/Suppressed Assault Rifle

SpecOps Hostage Rescue Team

1x Team Leader w/Suppressed SMG
1x Entry Man w/Shotgun
1x Demo Man w/Suppressed SMG and Breaching Kit
1x Assault Man w/Suppressed SMG
1x Medic w/Suppressed SMG

SpecOps Support Team

1x Team Leader w/Suppressed Assault Rifle
1x Gunner w/GPMG (Med. AP:2/AT:0)
1x Asst. Gunner w/Suppressed Sniper Rifle
1x Communications Sgt. w/Suppressed Assault Rifle

SpecOps Overwatch Team
1x Sniper w/Anti-Material (Hvy. Sniper) Rifle, (AP:2/AT:1(L)
1x Spotter w/Suppressed Assault Rifle
2x Security w/Suppressed Assault Rifle

SOMALI PIRATE MISSION

Keep what is ours! Drive the foreign devils out!

PIRATE VICTORY POINTS

- Hostages are not off the board by end of game: Pirates Win!
- Each Operator killed/seriously wounded: 1pt
- Each Operator captured: 3pts
- Pirate Leader survives game: 5pts
- Any SpecOps team still on table at end of game: 5pts

SOMALI PIRATE FORCES

Pirate Basic Attributes
Initiative Level: N/A
Confidence Level: Normal
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: Gunmen 1D8/1D10; Rabble 1D6/1D8

Rabble Sentries *(D)*
1x Leader w/AK
4x Riflemen w/AKs

Gunman Sentries *(E)*
1x Leader w/AK
4x Riflemen w/AKs
1x Gunner w/RPK SAW (Lt. AP:1/AT:0)

SOMALI PIRATES. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

Rabble Sentries *(F)*
1x Leader w/AK
4x Riflemen w/AKs

Gunman Unit *(HQ, sleeping)*
1x Leader w/AK
4x Riflemen w/AKs
1x Gunner w/RPK SAW (Lt. AP:1/AT:0)
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Rabble Unit *(Hot Spot 3, sleeping)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
4x Riflemen w/AKs

Gunman Unit *(Hot Spot 4, sleeping)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
1x Gunner w/SAW (Lt. AP:1/AT:0)
4x Riflemen w/AKs

Rabble Unit *(Hot Spot 5, sleeping)*
1x Leader w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)
4x Riflemen w/AKs

SPECIAL RULES

RAISING THE ALARM

The Pirates do not receive reinforcements until the alarm is raised. The alarm isn't raised until an un-suppressed weapon is fired by the SpecOps team or the pirates. Once an unsuppressed weapon is fired, begin rolling for reinforcements on the following turn.

HOSTAGE BUILDINGS & SENIOR DOOR KICKERS

Each building that might be a hostage location must be cleared. It is preferable that the buildings be cleared by the Hostage Rescue Team.

The Rescue Team is trained in MOUT, has special clearing gear, breaching charges, flashbangs, etc. They are so experienced in forced entries and hostage recovery that they are not required to spend any time stacking before clearing a building.

For the purposes of this scenario a unit must be in contact with a building to clear it. Units other than the Hostage Rescue Team must begin the turn in contact with the building in order to "stack up." They do not roll to clear the building until the beginning of the following turn. The Hostage Rescue Team can roll to clear a building as soon as they come in contact with it, but they can only clear one building per turn.

To clear a building in this scenario, make a TQ test. If the unit passes, roll 1D6. On a 5 or 6 the hostages are found and secured. On any other result, roll on the clearing hazards table below. The hostages will always be in the third building checked if they are not found in the first two.

DIE ROLL (1D6)	HAZARD
1	Empty Building
2	4x Pirates (TQ/Morale: D8/D10). Close Assault immediately using the breach and assault rules.
3	Barking dogs. Pirates are alerted, if they aren't already.
4	Empty Building
5	1D6+2x Pirates (TQ/Morale: D8/D10). Close Assault immediately using the breach and assault rules.
6	Roll on *Intel Found* table. Building Empty.

NIGHT FIGHTING

This mission takes place at night, so night fighting rules apply.

KHAT CHEWERS

Many, if not most, Somali militiamen spend the morning chewing a natural stimulant called "khat." While riding the up-swing of this drug, users feel artificially energetic, alert, and aggressive. On the down-swing, they become depressed, tired, and lethargic.

In game terms, a unit under the influence of khat is more aggressive during daylight scenarios. During the day, khat chewers are not required to make a Quality Check to interrupt, even if they have no leader, nor are they subject to Shrinkage.

At night, khat chewers must make a Quality Check to interrupt even if they have a leader present and their Morale is reduced by one die type.

SEARCHING THE PIRATE HQ

If the SpecOps team has the time and/or opportunity to search the Pirate HQ they can earn victory points for performing the search, plus bonus points if they find anything useful.

To search the HQ, the Command Team must begin a turn with at least one team member in the building. At the end of the turn, perform a TQ check. If it succeeds, roll on the table below:

Die Roll (1D6)	Intel Found
1	Location of other hostage locations documented. +3 Victory Points
2	Intel on Al Shabaab activities found. +2 Victory Points
3	Intel supporting counter-piracy naval operations found. +1 Victory Point
4	Identity of foreign backers found. +1 Victory Point
5	Banking information seized. +2 Victory Points
6	Intel to foil a large pirate operation found. +3

The HQ can be searched multiple times, but the Command Team must survive and exit the table to earn victory points from the search.

Reinforcements

To determine what reinforcements arrive, roll 2D6 and consult the table below:

Die Roll (2D6)	Somali Unit
2	1D6+2 Gunmen w/Small Arms; +1 w/RPK-74 MG (Lt. AP:1/AT:0) mixed w/1D6 Civilians
3	1DD3+D3 Gunmen w/Small Arms; +1 w/RPG (Med. AP:2/AT:1(M)
4	1DD3+1 Gunmen w/Small Arms & ROLL AGAIN
5	1dD3+1 Gunmen w/Small Arms +1 w/RPG (Med. AP:2/AT:1(M)
6	1D6+2 Gunmen w/Small Arms (Khat Chewers)
7	1D3+3 Gunmen w/Small Arms +Leader +1 w/RPK-74 MG (Lt. AP:1/AT:0)
8	1D6+2 Gunmen w/Small Arms (Khat Chewers)
9	1D6 Gunmen w/Small Arms & ROLL AGAIN
10	1D3+2 Gunmen w/Small Arms +1 w/RPK-74 MG (Lt. AP:1/AT:0)
11	1D6 Gunmen w/Small Arms + Leader +1 w/PK MG (Med. AP:2/AT:0) mixed w/1D6 Civilians
12	2D6 Gunmen w/Small Arms
Roll for Leaders: Roll 1D6 for Somali reinforcement units that do not have a leader. On a roll of 1, replace one of their figures with a leader. Otherwise they come on the board leaderless.	
Roll for Troop Quality: Roll 1D6 to determine whether each mob consists of hired gunmen (Troop Quality/Morale D8/D10) or armed rabble (Troop Quality/Morale D6/D10): 1–2: Professional Gunmen 3–6: Armed Rabble	
Roll for Khat Chewers: Roll 1D6 for each reinforcement unit. On a 1 or a 2, the unit is under the influence of Khat. This is a night mission so the negative effects of Khat apply.	
Roll for Hot Spots: Roll to see which Hot Spot each reinforcement unit arrives from. If a roll on the table results in the arrival of multiple units, roll Hot Spots separately for each unit.	

A NIGHT'S WORK

Somewhere in the Middle East, 20xx

By Jason Weiser

As the War on Terror grinds on, smaller actions take place around the Middle East out of sight of television cameras and the blogosphere, actions in which terrorists in small training camps have "accidents" in the middle of the night. This scenario reflects one such action where SF teams, accompanied by some intelligence paramilitary operators violently take down a training camp to recover documents and perhaps a POI (Person of Interest) before sunrise.

Scenario Information

Duration of game: 8 Turns

Initiative: SF for first turn, afterwards, dice normally

Fog of War: No Fog of War cards in this scenario

Special Conditions:

- Night Mission – SF have night vision, opposition force does not

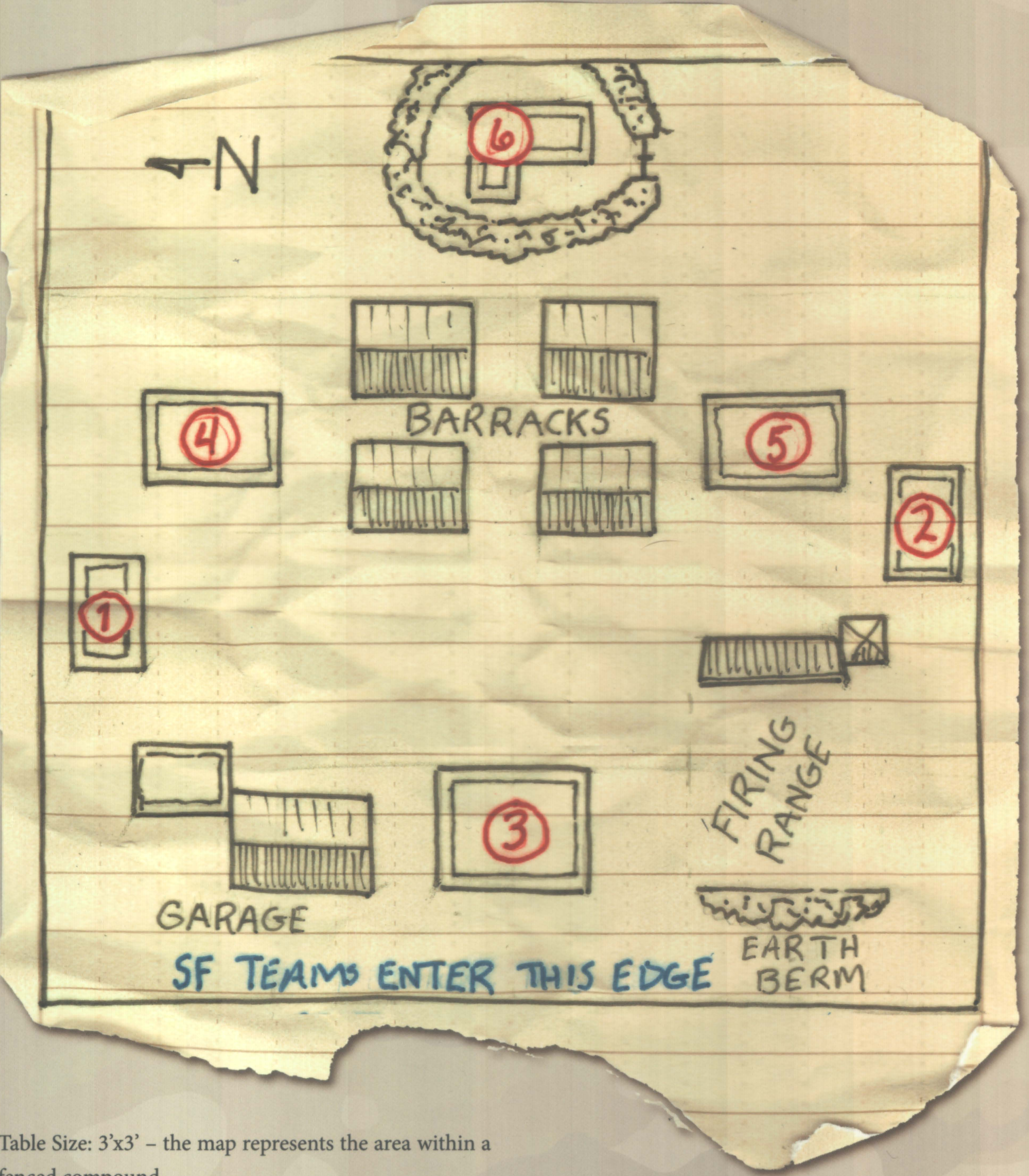

N
6
BARRACKS
4
5
2
1
3
FIRING RANGE
GARAGE
EARTH BERM
SF TEAMS ENTER THIS EDGE

Table Size: 3'x3' – the map represents the area within a fenced compound

- 1 & 2: Guard houses
- 3: Kill House
- 4 & 5: Classrooms. 5 houses the alarm
- 6: Armory surrounded by earth berm (Solid Cover)

- Barracks: Each barracks building houses 12 trainees and two instructors. A randomly determined barracks is empty as its occupants are on guard duty.

SF MISSION

The SF Player must win on points by seizing/destroying objectives and minimizing friendly casualties.

SF VICTORY POINTS

- Per Objective Building destroyed: 2pts
- Per POI taken: 3pts
- Per Objective Building searched for documents: 4pts

SF FORCE

SF Basic Attributes

Initiative Level: D10 (D12 for Team Leaders and Force Leader)
Confidence Level: High
Supply Level: Normal
Body Armor: Standard (+1D)
Troop Quality/Morale: D10/D10
Unit Attributes:

- DMR
- ALS
- Stealthy

SF player enters on foot from western table edge and must depart via same edge before Turn 8.

1x Force Leader w/Suppressed SMG

Alpha Team (Covering Group)
1x Team Leader w/Assault Carbine and Light Anti-Tank Weapon (AP:2/AT: 3(H)
1x Operative w/Squad Automatic Weapon (Lt. AP:1/AT:0)
1x Operative w/Assault Rifle with Attached GL (Lt. AP:1/AT:0)
1x Operative w/Designated Marksman Rifle

Bravo Team (Assault Team)
1x Team Leader w/Suppressed Assault Carbine and Demo Charges
3x Operatives w/Suppressed Assault Carbines and Demo Charges

Charlie Team (Intel and Recovery Team)
1x Team Leader w/Suppressed SMG
3x Operatives w/Suppressed SMGs

Zulu Team (Sniper Team)
1x Operative w/Sniper Rifle
1x Operative w/Designated Marksman Rifle

TERRORIST MISSION

The Terrorist Player must win on points by killing/wounding/capturing SF members.

TERRORIST VICTORY POINTS

- Per SF Member Wounded or Killed: 2pts
- Per POW taken: 3pts
- Per SF Member still on table at end of game: 4pts

TERRORIST FORCE

Terrorist Basic Attributes

Initiative Level: D8
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D10 (Terror Camp leader is D10/D10)
Unit Attributes:

- Caveman CASEVAC
- Students suffer from Poor Initiative

Terror Camp Cadre and Students

1x Terror Camp Leader w/Assault Rifle *(Person of Interest, Positive Leader)*

6x Instructors w/Assault Rifles

48x Students w/Assault Rifles *(organized into 4 squads of 12, each with two fireteams of six)*

SPECIAL RULES

NIGHT

This game takes place at night and the SF player is using Night Vision

ARMORY

The Armory as designated on the map has heavier weapons for the use of students and instructors. Any instructor has the keys to the armory, and only they may open it for the students to grab the weapons inside. The armory contains: 10x GPMG (Med. AP:2/AT:0) and 6x RPG with AP warheads (Med. AP:2/AT:1). It takes a figure 1 action to grab a weapon from the armory after entry. After that, the figure may use the weapon normally.

TERRORIST SETUP

On game start, 12 of the students and 1 instructor are awake on guard duty. They may be deployed in or within 6" of any building. The rest are asleep in barracks and will take 1 turn after making a successful TQ roll to ready themselves once any non-suppressed weapon is fired or the alarm in the classroom is sounded. To sound the alarm, a terrorist figure must enter the classroom and spend 1 full action doing nothing before the alarm is sounded.

COMPLICATIONS

In such operations, any number of complications can occur; therefore, a referee (or some other neutral party) should secretly roll against this table before game start, keeping the results secret from both sides until the appropriate point in the game.

DIE ROLL (2D6)	RESULT
2	Emergency Drill, All students are awake and Terrorist Player may distribute arms as he pleases.
3	Major Terror Leader shows in convoy with 3 SUVs with 2D6 bodyguards from Southern edge at game start, All are Morale/TQ D10/D10 and are armed with Assault Rifles with 1 GPMG (Med. AP:2/AT:0), Terror Leader is POI.
4	Weather worsens, visibility is limited to Optimum range, even with NVG
5	Local Reaction. 3D6 locals from the nearby town to the east show up with a collection of improvised weapons (mix of hunting rifles, AKs and swords/machetes) to fight off the "crusaders". They have low confidence, and are D6 Initiative, Morale and TQ. Roll D8 for turn of entry.
6	Patrol from the Local Military puts in an appearance. 1 BRDM-2 with 2 dismounts and two UAZ-469 with 4 men each; all dismounts are armed with Assault Rifles and are Initiative, TQ/Morale of D8/D8 with Normal Confidence. All else treat as per Terrorists. Patrol enters from south edge Turn 2.
7	No Complications, operation goes as briefed.
8	Italian Reporter shows up with local guide to do interview with Camp commander in classroom, they travel in the company of 1D6 terrorists of the same TQ and Morale as the instructors, add safe recovery of reporter to list of SF objectives (+5pts)
9	Emergency Drill, All students are awake and Terrorist Player may distribute arms as he pleases.
10	Weather worsens, visibility is limited to Optimum range, even with NVG
11	Somebody tipped off the local military that there was going to be a raid on the camp, sympathetic local commander sends a QRF of platoon size, organized as per Russian Motor Rifle Platoon in 3 2½-ton trucks and a UAZ-469. All else is as per the terrorists. QRF enters from south edge Turn 4.

12	Major leadership summit of terrorist organization using classroom as meeting place. Roll 1D6-2 for number of terrorist leaders that show up. Each terrorist leader has 3 SUVs with 2D6 bodyguards as per result #3 on this chart. All leaders are POI and treated as such for VP purposes. All are on table at game start.
***For units arriving due to the pre-game Complication Table roll:** Elements enter on the North table edge. This applies to the military, townspeople and the terrorist convention.*	

BUILDING STRENGTH

All Buildings are 6D8 Strength and count as Solid Cover.

BUILDING DESTRUCTION

The various buildings listed on the map can each be destroyed by a single demolition charge. To properly emplace said charge, make a TQ test by the unit emplacing it. During that turn, the emplacing unit may not act except for reaction fire, and must deduct a figure from all fire resolution to do so. This ensures whether or not the charge goes off properly at the end of the game. All such buildings are considered destroyed for VP purposes.

BUILDING SEARCH

If Charlie Team enters a building, it may spend a turn searching the building, and make a TQ roll at the end of that turn to see if any high-value intel was recovered. If a successful TQ roll was made, award the SF player VP for that building once Charlie team successfully departs the table via the Western table edge on Turn 8.

BRAVE NEW WORLD (A MINI-CAMPAIGN)

In this mini-campaign, Intelligence assets in Azerbaijan have identified that Azeri militia units inside the Armenian-controlled enclave of Nagorno-Karabakh have been attempting to acquire a weapon powerful enough to destabilize the region and bring the two countries to the brink of war.

BRAVE NEW WORLD 1: THE PACKAGE

A Snatch & Grab Mission

By Donogh McCarthy

The rogue Azeri militia group inside Nagorno Karabakh has arranged an arms dealer to deliver a weapon by light plane to the ghost town of Agdam. Azerbaijan feels it is not yet ready for such a confrontation and sends in Special Forces to arrest the militia leader and confiscate the Package.

This scenario is a little different than most, in that it involves three forces working at counter-purposes. The Azerbaijani operators are trying to capture the rebel leader and the nefarious arms-dealer that supplies him with weapons and recover "The Package," the contents of which could create dire problems for the entire region. The Rebel leader, on the other hand, is trying to claim the package and escape to create havoc with it later. The arms-dealer has been paid – he just wants to get out alive to spend his profits.

Keep these varying motivations in mind while playing this scenario.

SCENARIO INFORMATION

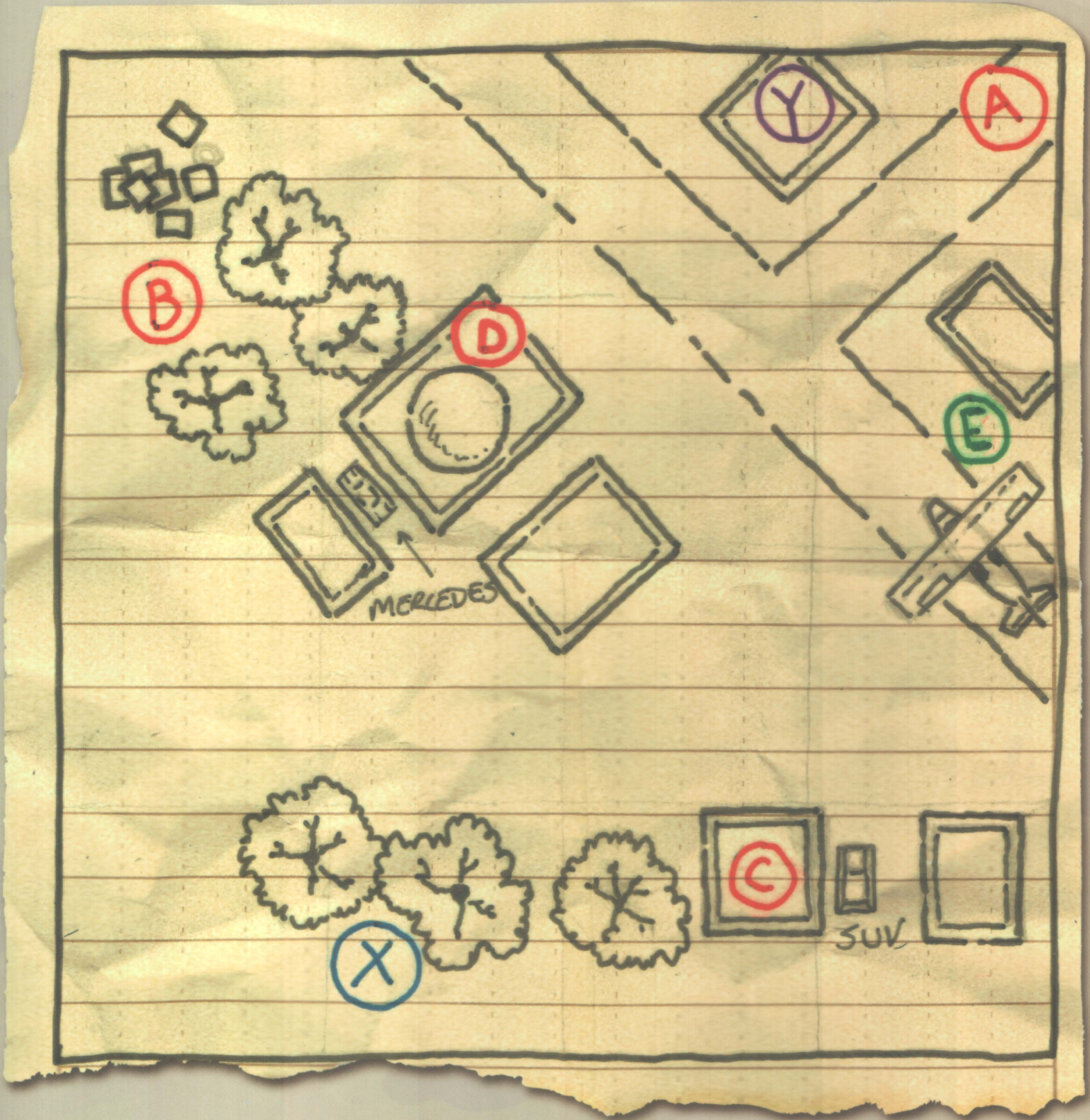
Duration of Game: 8 Turns

Initiative: Kinetic – Azerbaijanis have the initiative first turn, test thereafter

Fog of War: Determined normally by Reaction Test rolls

Table Size: 3'x3'

- X: Azeri Special Forces
- A–D: Rebel Cells
- E: Mercenaries
- Y: Principal Meeting



AZERI MISSION

Drive off rebel soldiers in the area, capturing the rebel leader and the Package intact.

AZERI VICTORY POINTS

- Rebel Leader captured alive: 5pts
- Package Recovered: 5pts
- Arms Dealer captured alive: 2pts
- Light plane grounded (but not destroyed): 2pts

OPERATORS CAUTIOUSLY APPROACH THE MEETING SITE. (PHOTO: TIM SPAKOWSKI. FIGURES: ELHIEM FIGURES. TERRAIN BY THE LATE AND MUCH MISSED WILLIAM T. NARDIN)

AZERI FORCES

Azeri Special Forces Basic Attributes

Initiative Level: D8
Confidence Level: High
Supply Level: Normal
Body Armor: Standard (+1D)
Troop Quality/Morale: D8/D10

Squad One
1x Lieutenant w/AK-74
1x NCO w/AK-74
1x Gunner w/RPK (Lt. AP:1/AT:0)
1x Grenadier w/AK-74/BG-15 (Lt. AP:1/AT:0)
1x Designated Marksman w/Dragunov SVD
1x Trooper w/AK-74

Squad Two
1x NCO w/AK-74
1x Gunner w/RPK (Lt. AP:1/AT:0)
1x Grenadier w/RPG-7 (Med. AP:2/AT:1(M)
1x Designated Marksman w/Dragunov SVD
2x Troopers w/AK-74

REBEL MISSION

Defend the base and ensure that the leader is unharmed or escapes with the Package.

REBEL VICTORY POINTS

- Rebel Leader OK and escaped (via car): 5pts
- Package still in Rebel Hands: 5pts
- Main Rebel compound is not under Spec Ops control: 5pts

REBEL FORCES

Rebel Basic Attributes

Initiative Level: D6
Confidence Level: Confident
Supply Level: Abundant
Body Armor: None
Troop Quality/Morale: D6/D8

Rebel Cell A
1x Rebel w/M16
1x Rebel w/M16/203 (Lt. AP:1/AT:0)
1x Rebel w/M249 (Lt. AP:1/AT:0)

Rebel Cell B
3x Rebels w/M16
1x Rebel w/M240 (Med. AP:2/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell C
3x Rebels w/M16
1x Rebel w/M249 (Lt. AP:1/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell D (Weapons Team)
1x Rebel w/M16
1x Rebel w/M240 (Med. AP:2/AT:0)

MERCENARY MISSION

Escort the Arms Dealer back to the plane and get everyone out.

MERCENARY VICTORY POINTS

- Arms Dealer gets out in the aircraft unharmed: 10pts
- Arms Dealer gets out in the aircraft seriously wounded: 5pts
- Per Mercenary who gets out in the aircraft unharmed: 2pts
- Per Mercenary who gets out in the aircraft seriously wounded: 1pt

MERCENARY FORCES

Mercenary Basic Attributes

Initiative Level: D10
Confidence Level: Confident
Supply Level: Normal
Body Armor: Standard (+1D)
Troop Quality/Morale: D10/D10

Mercenary Fireteam

1x Mercenary w/M4/M203 (Lt. AP:1/AT:0)
2x Mercenaries w/M4s
1x Mercenary w/Minimi (Lt. AP:1/AT:0)

SPECIAL RULES

MULTIPLE SIDES

Rolling initiative, note the number of successes each side gets. This is the order in which reactions are made and End Phase actions as the Non-Initiative force are taken. Re-roll ties.

THE PRINCIPALS

The Rebel Leader and the Arms Dealer count as dependents. They will not move without an escorting unit. Due to Azeri Rules of Engagement, they must make a Quality Check to successfully engage units with the Principals attached.

THE PACKAGE

If the rebel leader is seriously wounded or killed, the attached (or any adjacent) unit can take possession of it.

THE AIRCRAFT

As soon as gunfire breaks out, the crew (standing on the apron) can try making a dash for the aircraft – Make a Morale test on 1D6 for them to move. Once at the aircraft, it will take a turn for them to start it. If there are no mercenaries within 6" of the aircraft after it's started, the crew should make another Morale check to see if they try to take off to save their own hides. If there are Mercenaries within 6", they'll wait for them to board before moving.

Once the crew has the mercs on board or has lost its nerve, the plane can take off by spending one turn moving at Tactical speed down the runway. On the following turn it is considered to be airborne and off the table. They're well paid, so make a morale test if there are no mercenaries adjacent to see if they lose their bottle and take off immediately.

WALLS AND BUILDINGS

The main compound provides Improved Cover (+2D). All other walls and buildings provide a Solid Cover bonus (+1D). Buildings are rated at 6D8.

OPTIONAL RULES

VETERANS

Increase Azeri forces to D10/D10, Rebels to D8/D8 and Mercenaries to D12/D12.

BRAVE NEW WORLD 2: EYES ON

A Recon Mission

By Donogh McCarthy

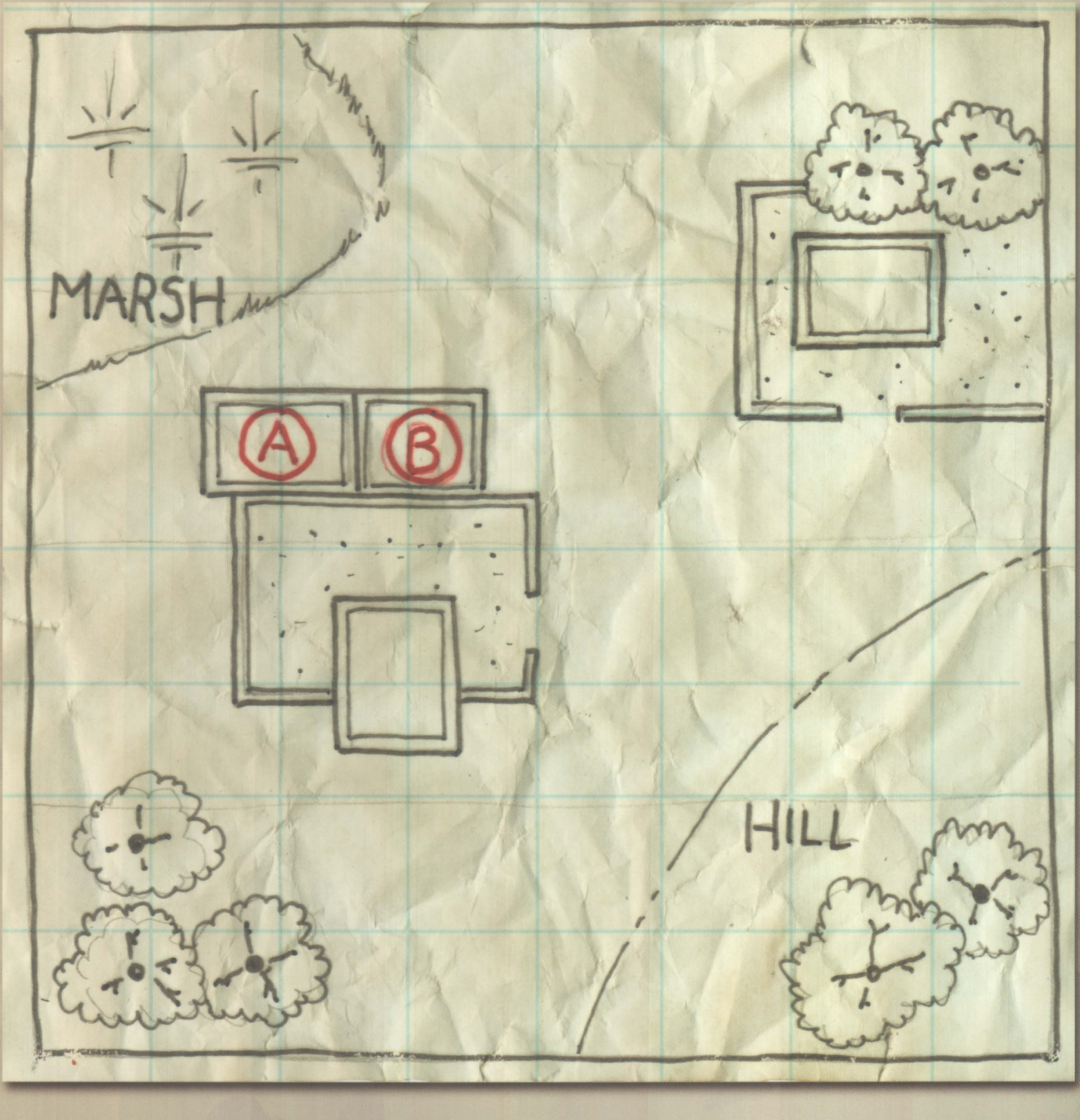
With rebel forces in control of the Package, a SpecOps team has been sent in to put eyes on it, and destroy it along with any threat to the stability of the region.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – SpecOps have Initiative until the OP team is discovered or fire is exchanged, then roll as normal for Initiative.

Fog of War: Determined normally by Reaction Test rolls



Special Conditions:

- A single 250lb JDAM strike is on call for the SpecOps to destroy the Package

Air Defense Environment: Light AD

Table Size: 3'x3'

- A: Rebel Cell Resting
- B: Rebel Cell on Alert

SPECOPS MISSION

Locate the Package, and destroy or capture it to deny it to rebel forces.

SPECOPS VICTORY POINTS

- Each building checked: 1pt
- Package spotted: 5pts
- Package destroyed or captured: 5pts
- QRF called in: –3pts

HOLD UP! (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

SPECOPS FORCES

SpecOps Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (+1D)

Troop Quality/Morale: D10/D10

Unit Attributes:

- Advanced First Aid Training

OP Team

1x Operator w/M4/M203 (Lt. AP:1/AT:0)

1x Operator w/Suppressed Mk. 11

QRF Team

4x4 mounting M240 (Med. AP:3/AT:0)

2x Operators w/M4

2x Operators w/M4/203 (Lt. AP:1/AT:0)

REBEL MISSION

Patrol the area surrounding the compound to ensure the Handler is able to deploy the Package.

REBEL VICTORY POINTS

- OP Team discovered: 3pts
- Package remains safely in rebel hands: 5pts
- Per enemy seriously wounded or killed: 1pt

REBEL FORCES

Rebel Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

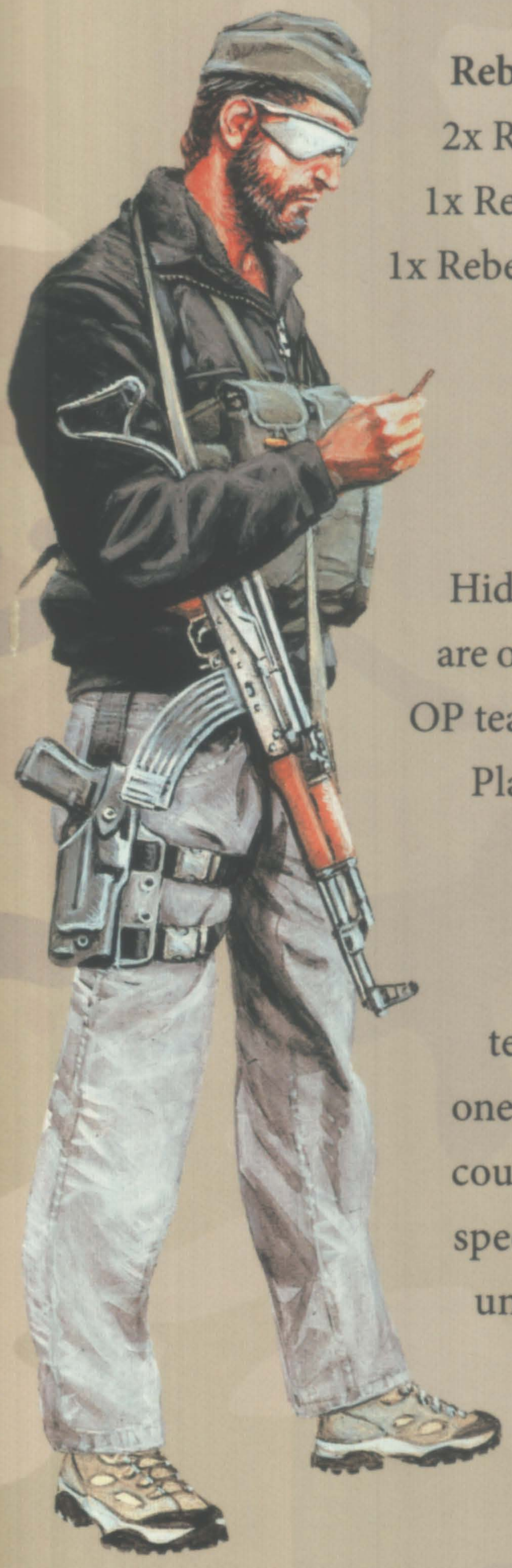
Body Armor: None

Troop Quality/Morale: D6/D8

Rebel Cell One *(A)*
2x Rebels w/M16
1x Rebel w/M249 (Lt. AP:1/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell Two (Weapons Team) *(B)*
1x Rebel w/M16/203 (Lt. AP:1/AT:0)
1x Rebel w/M240 (Med. AP:2/AT:0)

Rebel Cell Three *(On Patrol)*
2x Rebels w/M16
1x Rebel w/M240 (Med. AP:2/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)



CIA SPECIAL ACTIVITIES DIVISION

Rebel Cell Four *(On Patrol)*
2x Rebels w/M16
1x Rebel w/M249 (Lt. AP:1/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

SPECIAL RULES

UNSEEN OBSERVERS

As well as using the normal Hidden rules (because the rebels are oblivious to the presence of the OP team) use the following setup: Place 4 numbered counters anywhere around the edge of the board. These represent possible locations of the OP team. Secretly record which one is their actual position. Each counter can move at tactical speed, but if they do, any rebel units within line of sight can attempt (Opposed TQ check) to verify if it's the actual position of the team. Rebel teams can attempt to spot the OP team using the normal hidden rules. If the rebels win the opposed TQ check, then a "dummy" counter is removed or the OP team is placed on the board. If a rebel team hasn't successfully checked a counter, it can move into base-to-base contact with it. If it is a "dummy" counter, then it is removed. If it's the OP team's actual position, then place them on the board and immediately initiate a close assault.

LOCATING THE PACKAGE

The man with the Package (The Handler) is in one of the buildings prior to leaving for its deployment. Secretly record which building he's located in. Each turn the OP team can scan a building – rolling TQ vs. the rebel player to check it. If the OP team wins the TQ check, the rebel player must reveal whether the Package is inside or not. If night falls, reduce the OP team's quality to D8 for this check.

SNAFU

At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

WALLS AND BUILDINGS

All walls and buildings provide a Solid Cover bonus (+1D). Buildings are rated at 6D8.

CALLING IN THE QRF

The QRF will drive on board at a pre-designated spot the turn after being called in.

THE JDAM STRIKE

When the OP team calls in the JDAM strike, remove the dummy counters and place the team on the table – they're still Hidden. Due to the covert nature of the

Die Roll (1D6)	Situation/Effect
1	**Goats** – OP Team rolls TQ. *Failure:* Place herd of goats on their OP or adjacent possible position *Success:* Goat herder moves into settlement and up to a rebel unit. Their reaction rolls are at –1 next turn.
2	**Lone Rebel** – 1 Single M16-armed rebel enters board from any point.
3	**Night Fall** – Having taken so long to get into position, night has fallen. SpecOps are equipped with Night Vision Devices, the rebels are not.
4	**Vehicle on the Road** – Rebel patrols go on alert and can now move at Rapid Speed.
5	**The Package Moves** – The Handler exits the building he's in to move via car for its deployment.
6	**Radio Squawk** – A cable comes loose and the OP team's radio squawks. The OP player must remove two counters (may reveal the team if there's not enough dummy counters still in play)

mission, the JDAM won't arrive until the following turn – the operative calling in the strike must refrain from firing or moving until it impacts. Roll 1D10 to determine effectiveness. (+1 Agile aircraft) 250lbs JDAM: AP:8/AT:6(H), 6" Radius.

Rebel Patrols

Secretly designate a patrol route for the two Rebel cells on a separate map. They move at Tactical Speed.

BRAVE NEW WORLD 3: PLEASE ADVISE

A Hostage Rescue Scenario

By Donogh McCarthy

An American contractor has been captured and is being used as an unwilling technical advisor on use of the Package. A small group of elite operators is sent in to rescue him – should the rebels be taught a harsh lesson it would be considered a bonus.

Scenario Information

Duration of Game: 8 Turns

Initiative: Kinetic – Delta have the initiative for the first turn

Fog of War: Determined normally by Reaction Test rolls

Table Size: 3'x3'

- A–D: Rebel Cells
- X: Possible locations of Hostage
- Y: Exfiltration Vehicle
- Z: Delta Team

SpecOps Mission

Break through the light cordon around the church compound. Locate and rescue the hostage and exfiltrate via a white 4x4 an Intelligence asset has parked nearby.

A SpecOps team moves cautiously through the village. (Photo: Matt Hingley. Miniatures: Elhiem Figures)

SpecOps Victory Points

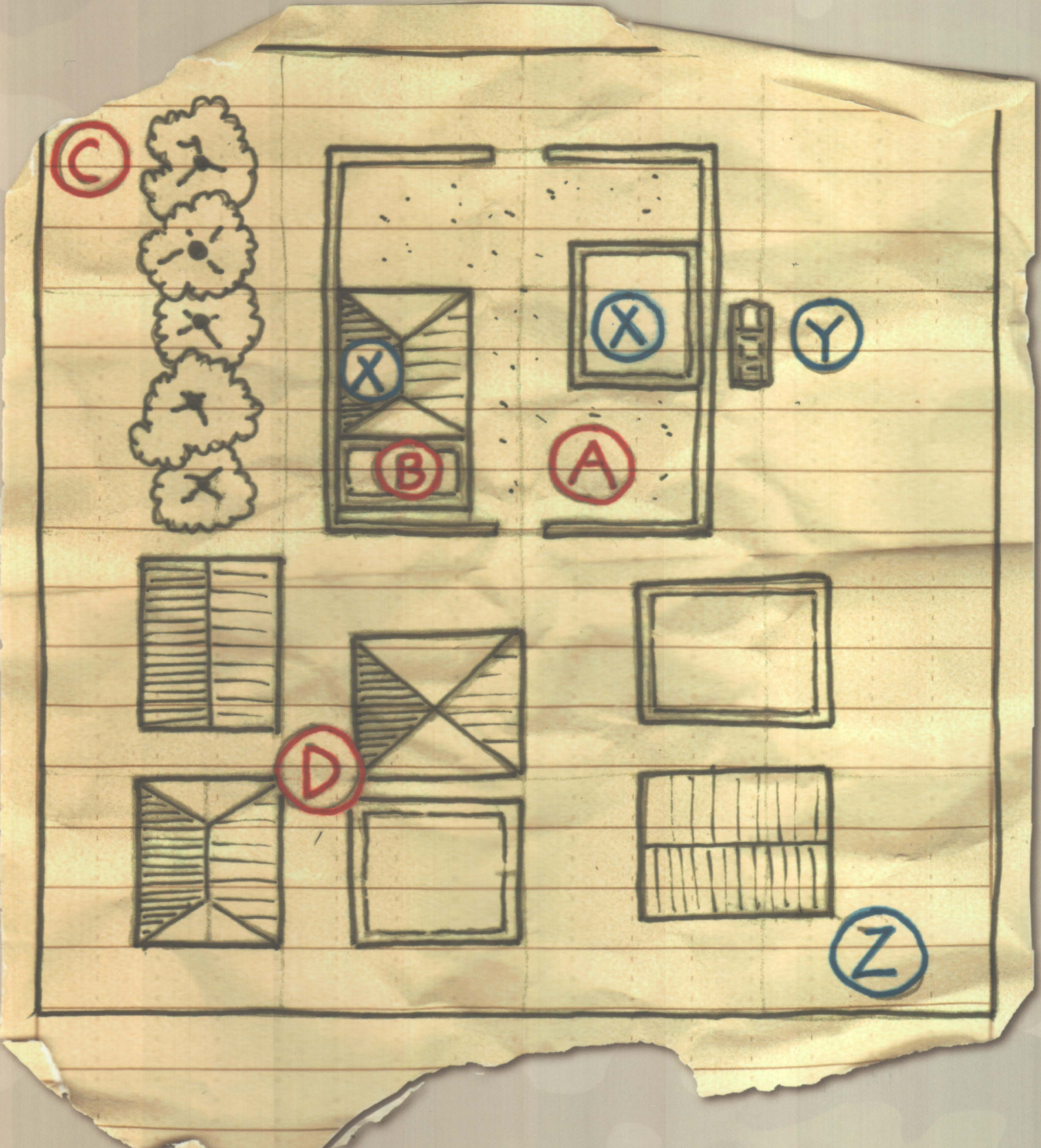
- Hostage recovered safely: 10pts
- Team exits in vehicle: 5pts
- No rebel units left at 50% strength: 3pts

SpecOps Forces

SpecOps Basic Attributes

Initiative Level: D12

Confidence Level: High



Supply Level: Normal
Body Armor: Standard (+1D)
Troop Quality/Morale: D12/D12
Unit Attributes:

- Advanced First Aid Training

SpecOps Team
1x Operator w/Suppressed M417
2x Operators w/Suppressed M417/M320 (Lt. AP:1/AT:0)
1x Operator w/Suppressed M11 *(Designated Marksman)*

REBEL MISSION

Keeping the hostage safe is a key part of the rebel force's strategy, but keeping this well-trained cadre intact is vital to the long-term viability of operations in the area.

REBEL VICTORY POINTS

- Hostage still under Rebel control: 10pts
- Per rebel unit still at 50% strength: 2pts

SECURING THE IMMEDIATE AREA BEFORE BREACHING THE CHURCH. (PHOTO: MATT HINGLEY. MINIATURES: ELHIEM FIGURES)

REBEL FORCES

Rebel Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D8/D8

Rebel Cell One *(A)*
1x Rebel w/M16
1x Rebel w/M240 (Med. AP:2/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell Two *(B)*
1x Rebel w/M16
1x Rebel w/M249 (Lt. AP:1/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell Three *(C)*
2x Rebels w/M16
1x Rebel w/M240 (Med. AP:2/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

Rebel Cell Four *(D)*
2x Rebels w/M16
1x Rebel w/M249 (Lt. AP:1/AT:0)
1x Rebel w/M16/203 (Lt. AP:1/AT:0)

SPECIAL RULES

SNAFU

At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

DIE ROLL (1D6)	SITUATION/EFFECT
1	**Civilian** – Place a civilian 4" from the Delta team and between it and a rebel unit. Rules of Engagement apply to Delta, but if Rebel fire hits her, they lose 2 VPs.
2	**Rebel Commuters** – Two M16-armed rebels get out of a car in front of the compound.
3	**Person of Interest** – Radio chatter suggests a person of interest is inside one of the target buildings (the one the hostage is not in). Control of the POI is worth 5 VPs to each side.
4	**News Crew** – Somehow an intrepid reporter has gotten a scoop and is on scene. Set them up for a close-up on the main compound. Delta's ROE curtails their action, but either side loses 2 VPs if they hit the news team.
5	**Night Fall** – Having taken so long to get into position, night has fallen during the assault. Delta is equipped with Night Vision Devices, but the rebels are not.
6	**Sniper** – A heliborne sniper is available to help out. His effective Firepower is 4D10.

WALLS AND BUILDINGS

Buildings inside the compound provide Improved Cover (+2D). Other walls and buildings provide a Solid Cover bonus (+1D). All buildings are rated at 6D8.

GUARDING THE HOSTAGE

One rebel, armed with an M16 is minding the hostage. Once confronted by Delta, he'll threaten to shoot the hostage, and in the faceoff (if Delta go ahead with the engagement), the rebel can choose to shoot the hostage or shoot at Delta. Roll reaction roll as normal to see who goes first. The hostage counts as a dependent but if the Delta Designated Marksman is present and they are within optimum range ignore the usual rules for determining if the dependent is hit.

SCENARIO: OCEAN OIL 982

Hypothetical, South China Sea, 20xx

By Jim Roots

Following the successful deployment of the Ocean Oil 981 platform, its first deep-water semi-submersible oil drilling platform, China has decided to take the next step toward asserting its claims in the South China Sea by starting construction of Ocean Oil 982 just off the reefs of the hotly-disputed Scarborough Shoal. The Philippine government, emboldened by the purchase of coastal naval vessels from Western powers, takes action by seizing the platform before it can be completed. Unbeknownst to the Philippine Special Warfare Group (SWAG) planners, the PLA has placed its own *Zhōngguó tèzhǒng bùduì* (special forces) aboard the unfinished platform.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Philippine SWAG initially, then roll per Initiative rules

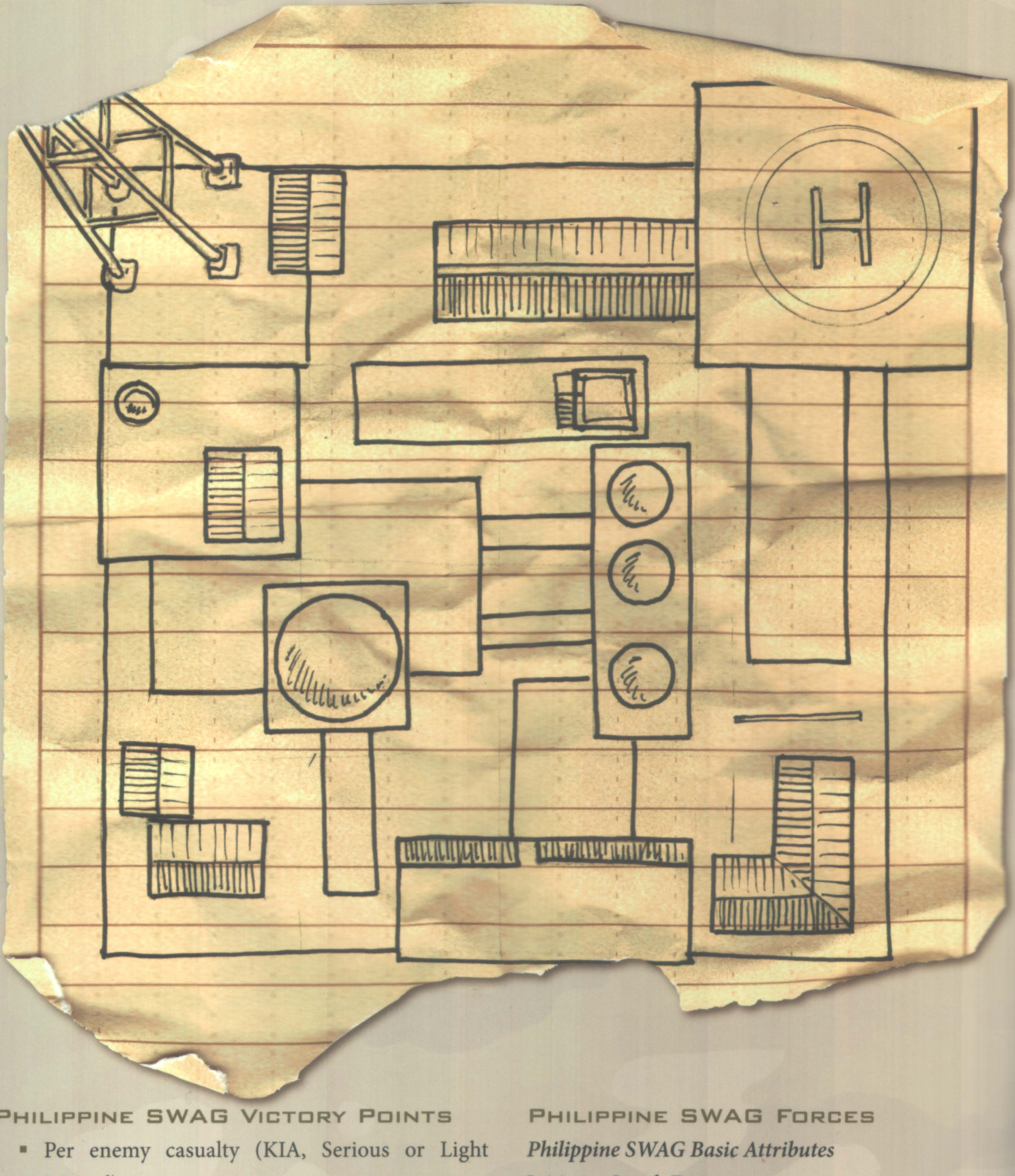
Fog of War: As normally generated by Reaction Tests

Terrain: Buildings are rated as *Strong* 9D8. All other terrain counts as Extremely Rough ground (lots of pipes, girders, pumps, machinery, etc.). All troops limited to Tactical Movement and granted +1D Defensive Dice. All Line of Sight is limited to Optimum Range to reflect the complex environment.

Table Size: 2'x2'

PHILIPPINE SWAG MISSION

Take over the oil platform and neutralize all resistance. Hold until relieved.



PHILIPPINE SWAG VICTORY POINTS

- Per enemy casualty (KIA, Serious or Light Wound): 1pt
- No PLA combat effective figures left (no unwounded or lightly wounded) at end: 10pts

PHILIPPINE SWAG FORCES

Philippine SWAG Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: +1D
Troop Quality/Morale: D10/D10

SWAG 1st Squad *(enter any board edge Turn One)*
Team One
2x Riflemen w/A4s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)

Team Two
2x Riflemen w/A4s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)

SWAG 2nd Squad *(enter any board edge Turn Two)*
Team One
2x Riflemen w/A4s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)

Team Two
2x Riflemen w/A4s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Gunner w/M249 SAW (Lt. AP:1/AT:0)

PLA SPECIAL FORCES MISSION

Your unit has been deployed to Ocean Oil 982 as a base of operations for anti-shipping operations in the Scarborough Shoal. Defend the platform in the event of hostile attack.

PLA SPECIAL FORCES VICTORY POINTS

- Per enemy casualty (KIA, Serious or Light Wound): 1pt
- Per PLA special operator still effective (not Serious Wound or KIA) at end: 1pt

PLA SPECIAL FORCES

PLA Special Forces Basic Attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: +1D
Troop Quality/Morale: D8–D10*/D10
**Lower rating is for first turn only to reflect operational surprise achieved by Philippine forces.*

PLA Special Forces (may deploy anywhere on board)
Team One
1x Team Leader w/QBZ95
3x Riflemen w/QBZ95s

Team Two
1x Team Leader w/QBZ95
3x Riflemen w/QBZ95s

SPECIAL RULES

FOG OF WAR

Remove all cards granting additional ground forces or air support to either side from the Fog of War deck.

PRINCES OF PERSIA (A MINI-CAMPAIGN)

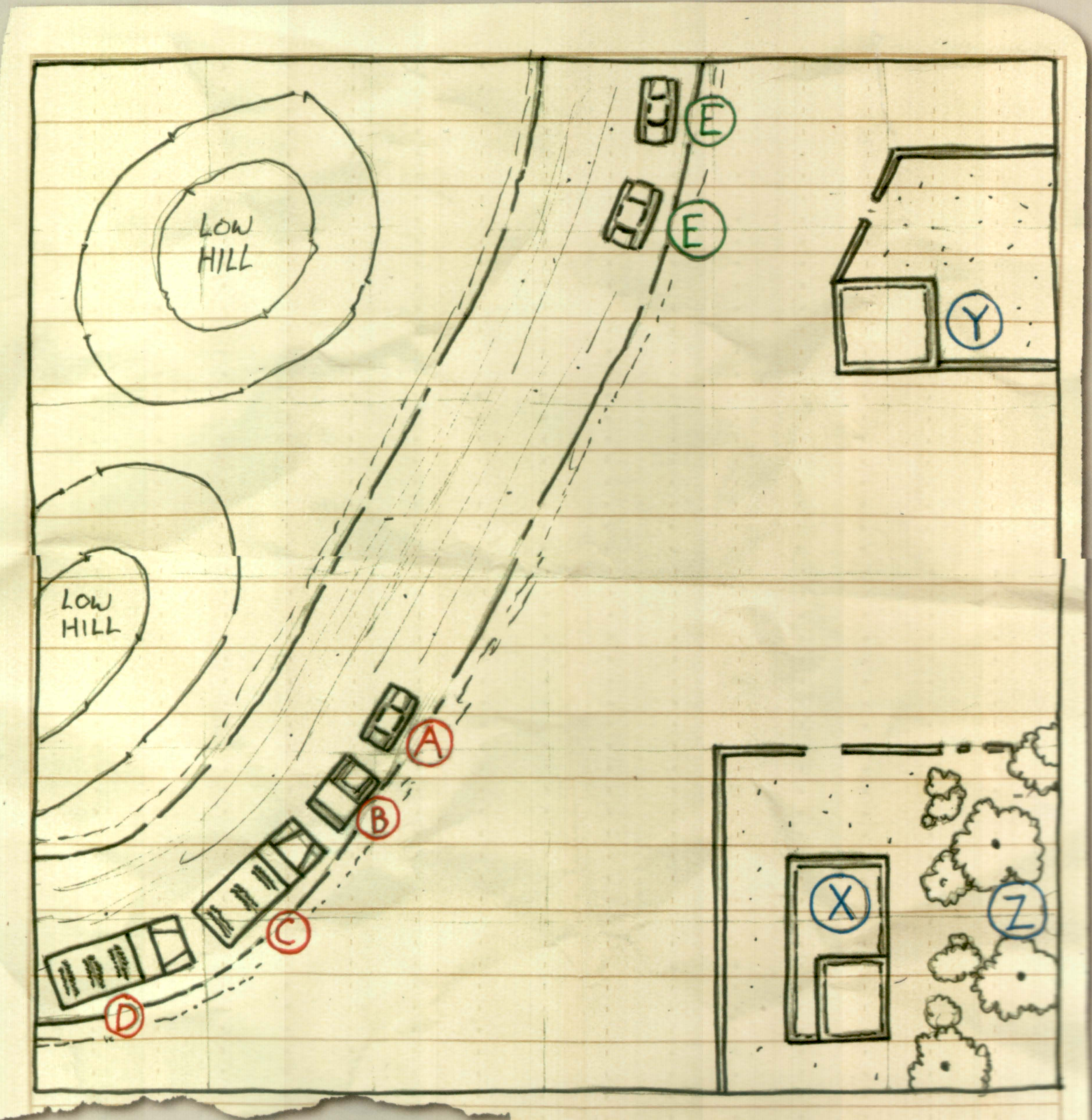
In this mini-campaign, Special Operations units have been deployed to Iran to gather intelligence on the Iranian nuclear program. They have identified several noteworthy leads, and the National Security Council has given the go ahead to shut down these worrying prospects using tribal lands in Baluchistan as a base of operations.

PRINCES OF PERSIA 1: KNOWN UNKNOWNS

A "Blow Up Stuff" Mission

By Donogh McCarthy

Electronic intercepts have indicated that a convoy carrying vital enrichment apparatus is making the journey from Bandar-e Abbas to the Fordow Facility outside Qom. A small SpecOps team has been tasked with intercepting the convoy, confirming the nature of the apparatus and destroying it. The SpecOps team has set up in ambush positions with an IED to stop the convoy.



Scenario Information

Duration of Game: 8 Turns

Initiative: Kinetic – SpecOps forces have the initiative in first turn, test thereafter

Fog of War: As normally generated by Reaction Tests

Table Size: 3'x3'

- X, Y & Z: SpecOps Teams
- A, B, C & D: Iranian Vehicles
- E: Civilian Vehicles
- Low Hills – These areas are more of a slightly elevated area of rocky ground than true hills.

SpecOps Mission

Stop the convoy, search the trucks, locate the apparatus and destroy it!

SpecOps Victory Points

- Apparatus identified: 5pts
- Apparatus destroyed: 5pts
- No SpecOps KIAs/POWs: 5pts

SpecOps Forces

SpecOps Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (+1D)

Troop Quality/Morale: D10/D12

Unit Attributes:

- Advanced First Aid Training

SpecOps Fireteam *(X)*

2x Operators w/AK

1x Operator w/RPK (Lt. AP:1/AT:0)

1x Operator w/AK/BG-15 (Lt. AP:1/AT:0)

SpecOps Weapons Team *(Y)*

1x Operator w/AK

1x Operator w/PKM (Med. AP:2/AT:0)

SpecOps Technical Team *(Z)*

1x Operator w/AK

1x Intelligence Specialist w/AK

Iranian Mission

Keep the Apparatus safe and drive the attackers back.

Iranian Victory Points

- Apparatus still under Iranian control: 10pts
- Each SpecOps Seriously Wounded: 1pt
- Each SpecOps KIA: 2pts
- Each SpecOps POW: 3pts
- If SpecOps fire causes civilian casualties: 3pts

Iranian Forces

Iranian Army Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Troop Quality/Morale: D6/D8

Internal Security Team w/civilian car *(A)*

4x Officers w/AKs

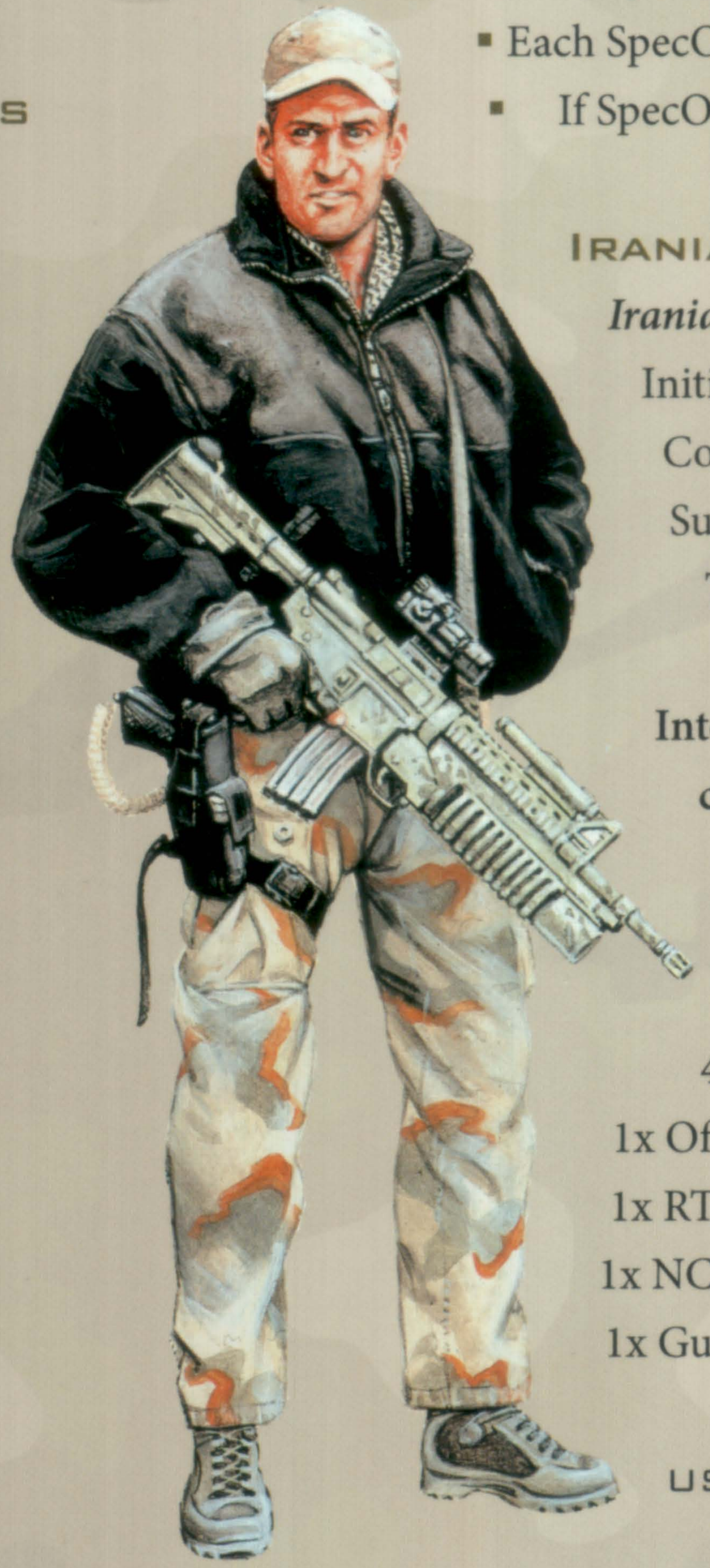
Platoon Command w/UAZ-469 4x4 *(B)*

1x Officer w/AK *(TQ/Morale: D6/D10)*

1x RTO w/AK

1x NCO w/AK

1x Gunner w/RPK (Lt. AP:1/AT:0)



USAF Special Tactics Squadron

Apparatus Guards w/URAL 375 6x6 *(C)*
(Carrying the Apparatus)
Squad 1
5x Riflemen w/AKs
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Squad 2
5x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

Guards w/URAL 375 6x6 *(D)*
Squad 3
5x Riflemen w/AKs
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Squad 4
5x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

SPECIAL RULES

THE AMBUSH

The SpecOps ambush begins with the triggering of a command-detonated IED in the road. It strikes the first vehicle (AP:6/AT:3 (M) in the Iranian convoy. The crater and general carnage caused by the IED explosion means that vehicles can only pass by at Tactical Speed.

THE APPARATUS

To determine the nature of the Apparatus, the technical team has to be in base-to-base contact with the truck (and no Iranians within 4") during the Reinforcements Phase. The team must make a TQ Check to confirm.

In a subsequent activation a team can set the demolition charge and making a TQ check. A success indicates the apparatus is destroyed. A failure means the team must spend the next turn finishing the job.

WALLS AND BUILDINGS

All walls and buildings provide a Solid Cover bonus (+1D). Buildings are rated at 6D8.

ROCKY TERRAIN

The rocky terrain is impassable to all vehicles. Infantry may only cross at Tactical Speed, but must make a TQ check to avoid mishap (Mishap = 2D8 attack versus the unit with no defense modifiers).

DIE ROLL (1D6)	SITUATION	EFFECT
1	Early Response	4 Internal Security Officers w/AKs in a car drive on from the same direction as the civilian vehicles.
2	Q-Truck	This convoy was a ruse – there's no apparatus on board. Ignore Apparatus-related VPs. The Iranians double all VPs for SpecOps casualties, and the SpecOps gain 1VP for each SpecOps leaving the board.
3	Civilians	A small group of civilians is spotted to the side of the road – roll to see who places them.
4	Person of Interest	Radio chatter suggests a person of interest is with one of the Iranian squads. The POI is worth 5 VPs to each side.
5	Sniper Team	Deploy a hidden two-man SpecOps sniper team anywhere in the rocky terrain.
6	2nd IED	A daisy-chained IED 6" from the initial blast which failed to explode initially goes off (AP:4/AT:2 (M) 4" Radius). The SpecOps player chooses where.

DIFFICULT TERRAIN

All vehicles are restricted to Tactical Speed off-road.

CIVILIANS

Civilian vehicles on the road must make a quality check (on D6) to stop once the IED is detonated – otherwise they continue along the road towards the convoy. If they do stop, afterwards the civilians exit their vehicles to move 6" away from the nearest gunfire at the end of each turn. If the line of fire passes within 2" of a civilian group make a TQ check to avoid causing a casualty.

SNAFU

All other things being equal, things will become messed up. At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

PRINCES OF PERSIA 2: WANTED, DEAD OR ALIVE

A Hit in the Boonies Mission

By Donogh McCarthy

The Venezuelan Government has sent an expert to Iran to help guide the enrichment process. He's located in a secluded compound near Natanz. SpecOps has been sent in to capture him in order to interrogate him on the progress of the Iranian program, or kill him if necessary.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – SpecOps have Initiative until fire is exchanged

Fog of War: As normally generated by Reaction Tests

Table Size: 3'x3'

- X, Y & Z: SpecOps Teams
- A & B: Iranian Squads
- C: Target Compound
- Wadi: Runs diagonally across the middle of the map, roughly from top to bottom

SPECOPS MISSION

Locate the Venezuelan and kill him.

SPECOPS VICTORY POINTS

- Venezuelan killed: 10pts
- No SpecOps KIA/POW: 5pts

SPECOPS FORCES

SpecOps Basic Attributes

Confidence Level: High
Supply Level: Normal
Body Armor: Standard (+1D)
Troop Quality/Morale: D10/D12
Unit Attributes:

- Advanced First Aid Training

SpecOps Fireteam *(X)*
2x Operators w/AK
1x Operator w/RPK (Lt. AP:1/AT:0)
1x Operator w/AK/BG-15 (Lt. AP:1/AT:0)

SpecOps Weapons Team *(Y)*
1x Operator w/AK
1x Operator w/PKM (Med. AP:2/AT:0)

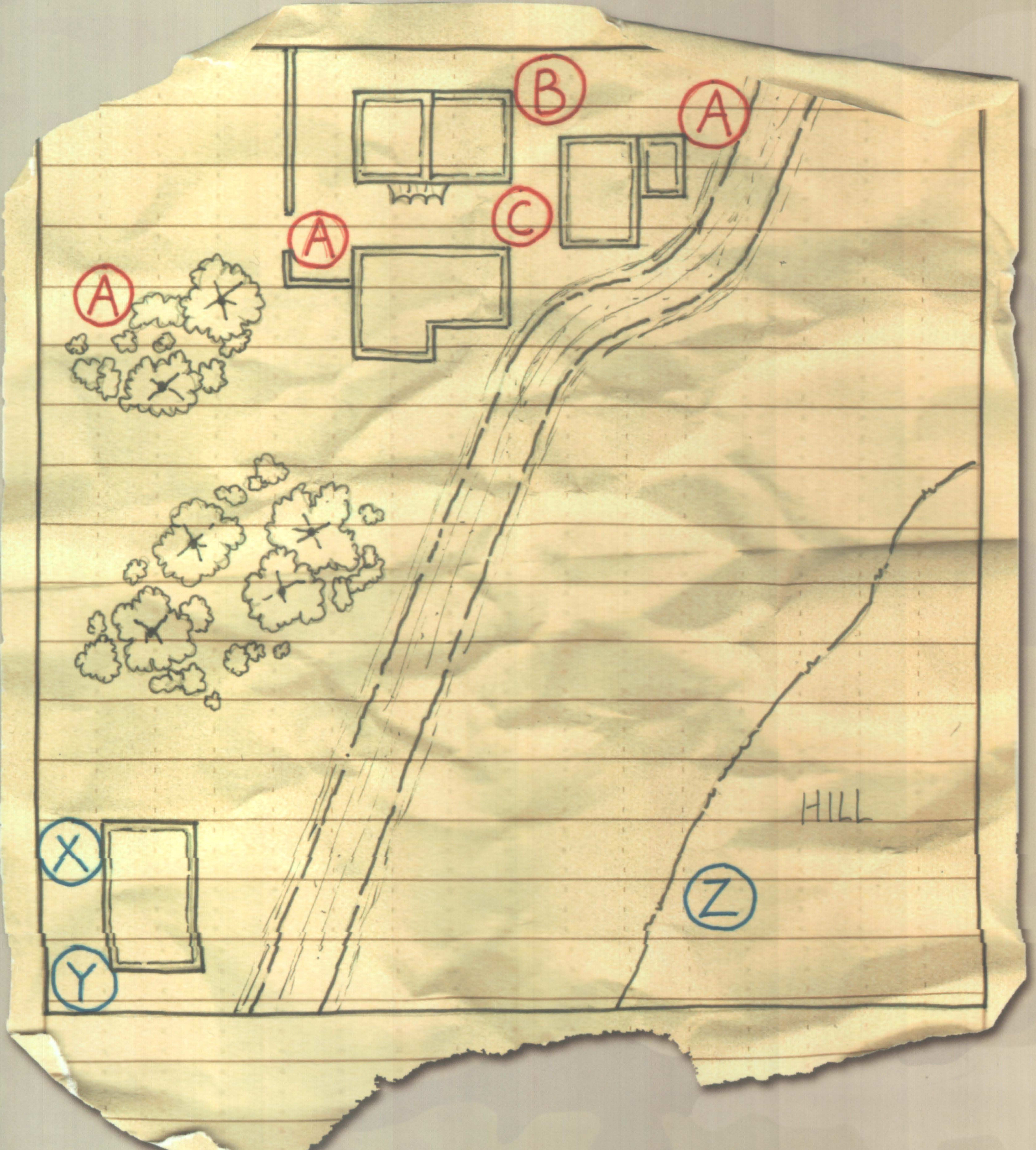
SpecOps Sniper Team *(Z)*
1x Operator w/AK
1x Operator w/Dragunov SVD

IRANIAN MISSION

Ensure that the Venezuelan advisor remains under Iranian protection.

IRANIAN VICTORY POINTS

- Venezuelan under Iranian protection: 10pts
- Per SpecOps KIA: 2pts
- Per SpecOps Seriously Wounded: 1pt
- Per SpecOps POW: 3pts



IRANIAN FORCES

Iranian Army Basic Attributes

Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8

Security Squad 1 *(A)*
5x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

Security Squad 2 *(A)*
5x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

Security Squad 3 *(A)*
5x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

Security Squad 4 *(B)*
5x Riflemen w/AKs
1x Gunner w/RPG (Med. AP:2/AT:1(M)

SPECIAL RULES

THE VENEZUELAN

The Venezuelan is inside one of the three buildings in the main compound (marked C on the map). The Iranian player secretly nominates which one before the game. Each turn a SpecOps team can scan a building inside Optimum Range – rolling TQ vs. the Iranian player to check it. If the SpecOps team wins the TQ check the Iranian player must reveal whether the Venezuelan is inside or not. If the Venezuelan has been spotted by any SpecOps team, he can be targeted normally (counting as a dependent if any Iranian unit is inside or adjacent the building).

WALLS AND BUILDINGS

All walls and buildings provide a Solid Cover bonus (+1D). Buildings are rated at 6D8.

THE WADI

The shallow wadi is not particularly difficult to cross. Infantry must make a TQ check to cross at Rapid Speed – failure means they will cross at Tactical speed.

SNAFU

All other things being equal, things will become messed up. At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

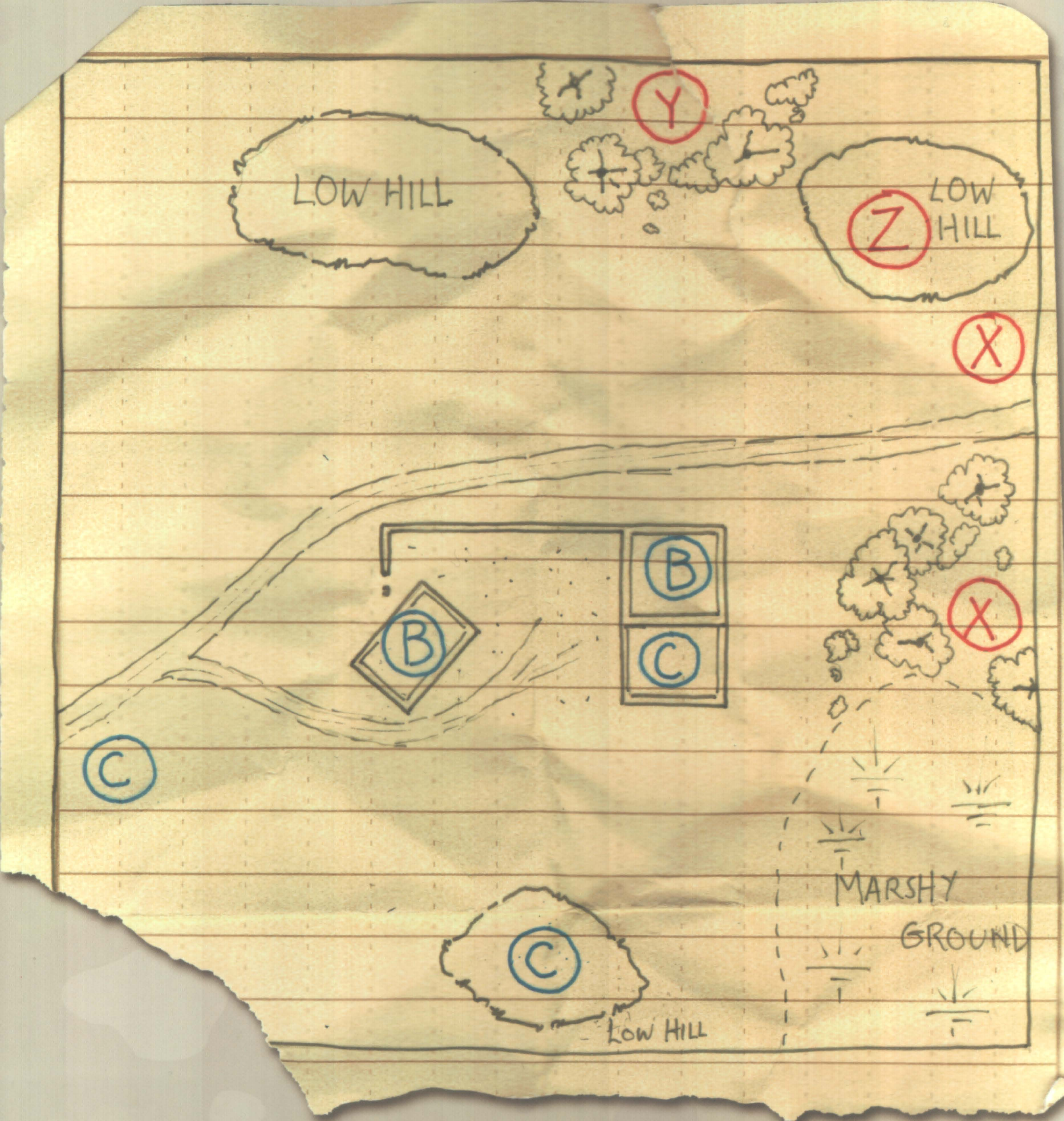
DIE ROLL (1D6)	SITUATION	EFFECT
1	Goats	SpecOps Sniper team is no longer hidden and can be targeted normally.
2	Bodyguards	2 well-trained bodyguards have been assigned to the Venezuelan. TQ/Morale: D8/D10, w/SMGs and +1D Armor.
3	On the Move	The Venezuelan is being moved. Next turn he can be moved by any Iranian squad inside the house and counts as safe if he's moved off the adjacent board-edge unharmed.
4	Person of Interest	Radio chatter suggests a high-ranking Iranian person of interest is with the Venezuelan. The POI is worth 5 VPs to each side.
5	Night Fall	Having taken so long to get into position, night has fallen. SpecOps are equipped with Night Vision Devices, the Iranians are not.
6	Parking	The SpecOps find a car nearby. It will carry 5 men at a squeeze. The SpecOps player places it anywhere next to one of his fireteams.

PRINCES OF PERSIA 3: SMOKE 'EM OUT!

A Cadre Mission

By Donogh McCarthy

A small cadre of operators is securing the base of operations for the other SpecOps missions. Providing training and technical advice to the Baluchi rebels takes a hands-on turn when the rebels plan an attack on an isolated Iranian outpost near Nukabad.


LOW HILL
Y
LOW HILL
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X
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MARSHY GROUND
C
LOW HILL

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – SpecOps/Baluchi Rebels have Initiative for first turn, test thereafter

Fog of War: As normally generated by Reaction Tests

Special Conditions:

- Iranians have an 82mm Mortar on call

Table Size: 3'x3'

- A, B & C: Iranian Squads
- X: Baluchi Groups
- Y: Baluchi HMG
- Z: SpecOps Team
- Outpost: The building marked B nearest the trees is the Outpost

SPECOPS/BALUCHI MISSION

Take control of the Iranian outpost and drive off the defending soldiers.

SPECOPS/BALUCHI VICTORY POINTS

- Outpost captured: 5pts
- Each Iranian team wiped out or routed: 1pt
- Each Iranian POW: 1pt
- Each Rebel group still active: 2pts
- No SpecOps KIAs/POWs: 3pts

SPECOPS/BALUCHI FORCES

SpecOps Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (+1D)

Troop Quality/Morale: D10/D12

Unit Attributes:

- Advanced First Aid Training

SpecOps Advisor *(Y)*

1x Operator w/AK

SpecOps Fireteam *(Z)*

1x Operator w/AK

1x Operator w/RPK (Lt. AP:1/AT:0)

1x Operator w/AK/BG-15 (Lt. AP:1/AT:0)

1x Operator w/Dragunov SVD *(Designated Marksman)*

Baluchi Rebels Basic Attributes

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D6/D10

Unit Attributes:

- Irregulars
- Caveman CASEVAC

Rebel Group 1 *(X)*

6x Rebels w/AKs

1x Rebel w/RPG (Med. AP:2/AT:1(M)

Rebel Group 2 *(X)*

1x Leader w/AK

5x Rebels w/AKs

1x Rebel w/PKM (Med. AP:2/AT:0)

Rebel HMG Team *(Y)*

1x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)

2x Rebels w/AKs

IRANIAN MISSION

Hold onto the outpost at all costs.

US NAVY SEAL

IRANIAN VICTORY POINTS

- Outpost still under Iranian control: 10pts
- No Iranian POWs: 3pts
- Per Baluchi group broken or destroyed: 2pts
- Per SpecOps KIA: 2pts
- Per SpecOps Seriously Wounded: 1pt
- Per SpecOps POW: 3pts

IRANIAN FORCES

Iranian Basic Attributes

Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8

Platoon Command *(A)*
1x Officer w/AK *(TQ/Morale: D6/D10)*
1x FAO w/AK
1x RTO w/AK
1x NCO w/AK

Squad 1 *(B)*
4x Riflemen w/AKs
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Squad 2 *(C)*
4x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

Squad 3 *(B)*
4x Riflemen w/AKs
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Squad 4 *(C)*
4x Riflemen w/AKs
1x Gunner w/RPD (Lt. AP:1/AT:0)

SPECIAL RULES

OUT OF CONTACT MOVEMENT

The Baluchi rebels can use out-of-contact movement so long as they are out of line of sight of any and all Iranian units.

CAVEMAN CASEVAC

Baluchi rebels use the Caveman CASEVAC rule. If a SpecOps operator is nearby count 5 and 6 both as OK.

SQUIRTERS

If a Baluchi unit is not with a leader or within 6" of a SpecOps unit, it suffers from shrinkage.

WALLS AND BUILDINGS

The Outpost provides Improved Cover (+2D). Walls and buildings provide a Solid Cover bonus (+1D). All buildings are rated at 6D8.

SNAFU

All other things being equal, things will become messed up. At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

DIE ROLL (1D6)	SITUATION	EFFECT
1	DShK	Deploy an Iranian three-man .50cal weapons team on the ridge overlooking the outpost to the south.
2	Last Patrol	Squad of 4 Iranian soldiers w/AKs enter via south-western trail
3	Early Relief	Duration of Game is only 7 Turns
4	Unknown Vehicle	A jingle truck moves at tactical speed towards the outpost. Roll 1D6 to determine the nature of the vehicle but do not show the Iranian player: **1-3**: Unarmed Civilians. **4-5**: 1D6 Rebels with AKs. **6**: VBIED. Will detonate within 6" of Iranian unit with 8D8 blast within 8". Units with LOS may roll troop quality to check nature of the threat, but each check allows the vehicle to move 4". Engaging without determining the threat give 3VPs to the SpecOps/Baluchi side (unless it's a VBIED)
5	Flanking Move	A small group of Baluchi Rebels (1x Leader, 3x Rebels w/AKs) has flanked the Iranians – place them in cover on the board-edge directly south of the Outpost
6	Technical Help	A Baluchi technical mounting a .50cal enters near X

PRINCES OF PERSIA 4: BRING 'EM ON!

A Direct Action Mission

By Donogh McCarthy

Iranian Special Forces have ascertained important Baluchi leadership has located itself at the Iranian outpost near Nukabad. They've launched a raid to cut them off from any possible retreat and capture them all.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – Iranians have the initiative for the first turn, test thereafter

Fog of War: As normally generated by Reaction Tests

Table Size: 3'x3'

- A & B: Iranian Squads
- C: Scorpion Entry Point
- X: Baluchi Groups
- Y: Baluchi Leadership
- Outpost: The building marked X nearest to the trees is the Outpost

SPECOPS/BALUCHI MISSION

Defend the outpost if possible, or escape up the north-eastward trail if your position becomes untenable, paying close attention to the survival of the Baluchi leadership.

SPECOPS/BALUCHI VICTORY POINTS

- Outpost still under control: 5pts
- Each Baluchi Leader OK: 1pt
- Each Baluchi Leader escaped: 2pts
- No SpecOps KIA/POW: 3pts

SPECOPS/BALUCHI FORCES

SpecOps Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (+1D)

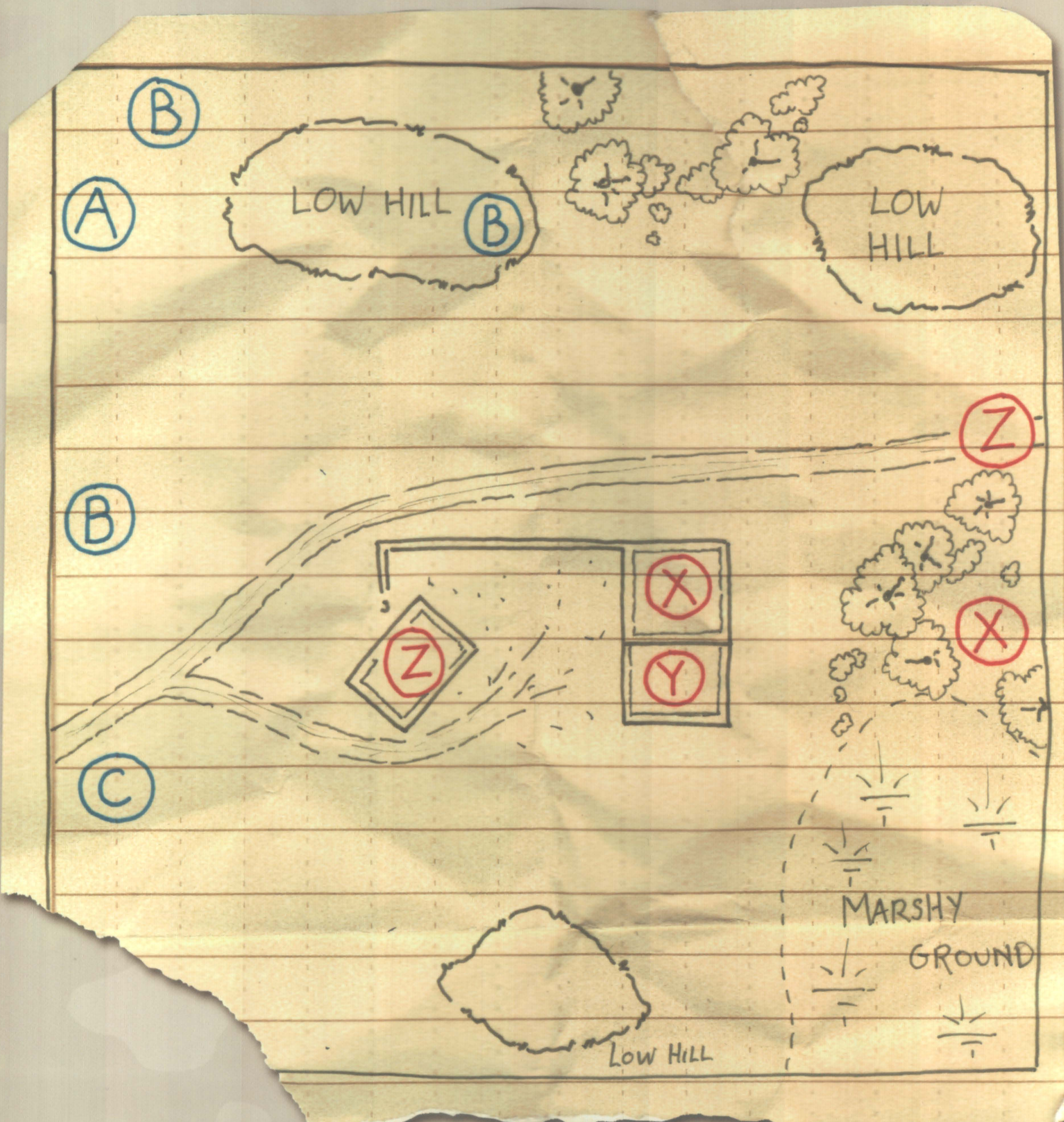
Troop Quality/Morale: D10/D12

Unit Attributes:

- Advanced First Aid Training

SpecOps Fireteam *(Z)*
1x Operator w/AK
1x Operator w/AK/BG-15 (Lt. AP:1/AT:0)
1x Operator w/PKM (Med. AP:2/AT:0)
1x Operator w/Dragunov SVD *(Designated Marksman)*

SpecOps Fireteam *(Z)*
2x Operators w/AK
1x Operator w/RPK (Lt. AP:1/AT:0)
1x Operator w/RPG-AT (Med. AP:2/AT:2(M)


B
A
LOW HILL
B
LOW HILL
Z
B
X
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Y
X
C
MARSHY GROUND
LOW HILL

Baluchi Rebels Basic Attributes
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D10
Unit Attributes:
- Irregulars
- Caveman CASEVAC

Rebel Command Group *(Y)*
2x Leaders w/AKs
2x Rebels w/AKs
2x Rebels w/RPKs (Lt. AP:1/AT:0)

Rebel Group 1 *(X)*
1x Leader w/AK
5x Rebels w/AKs
1x Rebel w/RPG (Med. AP:2/AT:1(M)

Rebel Group 2 *(X)*
1x Leader w/AK
5x Rebels w/AKs
1x Rebel w/RPG (Med. AP:2/AT:1(M)

IRANIAN MISSION

Kill and capture all rebel leaders and prevent any escape from the outpost.

IRANIAN VICTORY POINTS

- Per Baluchi rebel leader killed: 1pt
- Per Baluchi rebel leader captured: 3pts
- No Baluchi rebels escape: 5pts
- Each SpecOps KIA/POW: 1pt

IRANIAN FORCES

Takavar Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Abundant
Body Armor: None
Troop Quality/Morale: D8/D10

Platoon Command *(A)*
1x Officer w/AK
1x RTO w/AK
1x NCO w/AK

Rifle Squad 1 *(B)*
Team A
3x Rifleman w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)

Team B
2x Rifleman w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Rifle Squad 2 *(B)*
Team A
3x Rifleman w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)

Team B
2x Rifleman w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Rifle Squad 3 *(B)*
Team A
3x Rifleman w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)

Team B
2x Rifleman w/AK
1x Gunner w/RPG (Med. AP:2/AT:1(M)

Scorpion FV101 Light Tank *(C)*

SPECIAL RULES

THE SCORPION

To mask their approach and retain the element of surprise, the commander of the Scorpion has been instructed to approach only when the assault has begun. The Takavar officer can call in the tank from Turn 3 with a successful TQ check. If only the RTO or the NCO from platoon command are in a position to make the call, make the test with a -1 die type shift.

CAVEMAN CASEVAC

Baluchi rebels use the Caveman CASEVAC rule. If a SpecOps operator is nearby count 5 and 6 both as OK.

SQUIRTERS

If a Baluchi unit is not with a leader or within 6" of a SpecOps unit, it suffers from shrinkage.

WALLS AND BUILDINGS

The Outpost provides Improved Cover (+2D). Walls and buildings provide a Solid Cover bonus (+1D). All buildings are rated at 6D8.

SNAFU

All other things being equal, things will become messed up. At the start of each turn (except Turn 1) roll 1D6. Each situation can only occur once – duplicate rolls are disregarded and treated as "no effect:"

DIE ROLL (1D6)	SITUATION	EFFECT
1	Mortar Support	The Iranians have an 82mm Mortar on call.
2	Stay on Target	The Iranians win the initiative automatically this turn
3	Early Arrival	The next roll to call in the Scorpion will be automatically successful
4	Breakdown	If the Scorpion hasn't arrived on the battlefield yet, it is delayed by another turn. If it has, it can't move for the remainder of the turn – and the crew must make a TQ during their activation next turn to get it moving.
5	New Ride	The rebels have a vehicle parked behind a building. It's not equipped with any weaponry, but it will carry 4 armed men.
6	IED	A large IED has been placed by the Baluchi rebels – it strikes any Iranian unit (determined randomly)(AP:6/AT:3 (M) 6" Radius)

HOLLYWOOD SCENARIOS

FORCE 10

Eastern Mediterranean Sea, 1942

By Chris & Jay Arnold

Getting supplies to the Allied forces in the Mediterranean during the critical early years of World War II was a difficult venture at best. The ships had to sail the dangerous waters of the North Atlantic, dodging the deadly German U-boats, and then pass through the confines of the Mediterranean – the last thing they needed was to pass under a pair of giant shore guns that would rain shells down on them from a protected vantage point. With the loss of so many men and so much essential materiel, the Allies decided to send in a crack team of hand-picked specialists. With the help of local resistance fighters, the team made it to just outside the gates of the base housing the guns. Their mission, to destroy the guns at all costs...

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: The Allies have initiative throughout the game. The Germans are controlled by random events

Fog of War: N/A

Special Conditions:

- Night: Night fighting rules apply – neither side have Night Vision. Movement is restricted to Tactical Movement due to darkness

Table Size: 2'x 2'

- A, B, & C: German Fireteams
- 1–4: German Patrol Routes

ALLIED MISSION

Get into the gun house and set charges on the two shore guns used by the Germans to destroy Allied convoys in the Mediterranean Sea. The charges must be set on the guns before the end of turn 8.

ALLIED VICTORY POINTS

- No friendly Serious Wound by end of Turn 8: 3pts
- No friendly KIA by end of Turn 8: 5pts
- Charges set on gun: 5pts per gun
- Eliminate the Radio room: 5pts

ALLIED FORCES

Allied Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Abundant

Body Armor: None

Troop Quality/Morale: D12/D12

Unit Attributes:

- Elusive
- Hard to Kill

The Allies enter from either the west or south table edge.

Maddox, OSS Operative

Positive Leader w/Thompson SMG, M1911 pistol with suppressor and Demo Charge (*Inspiring*)

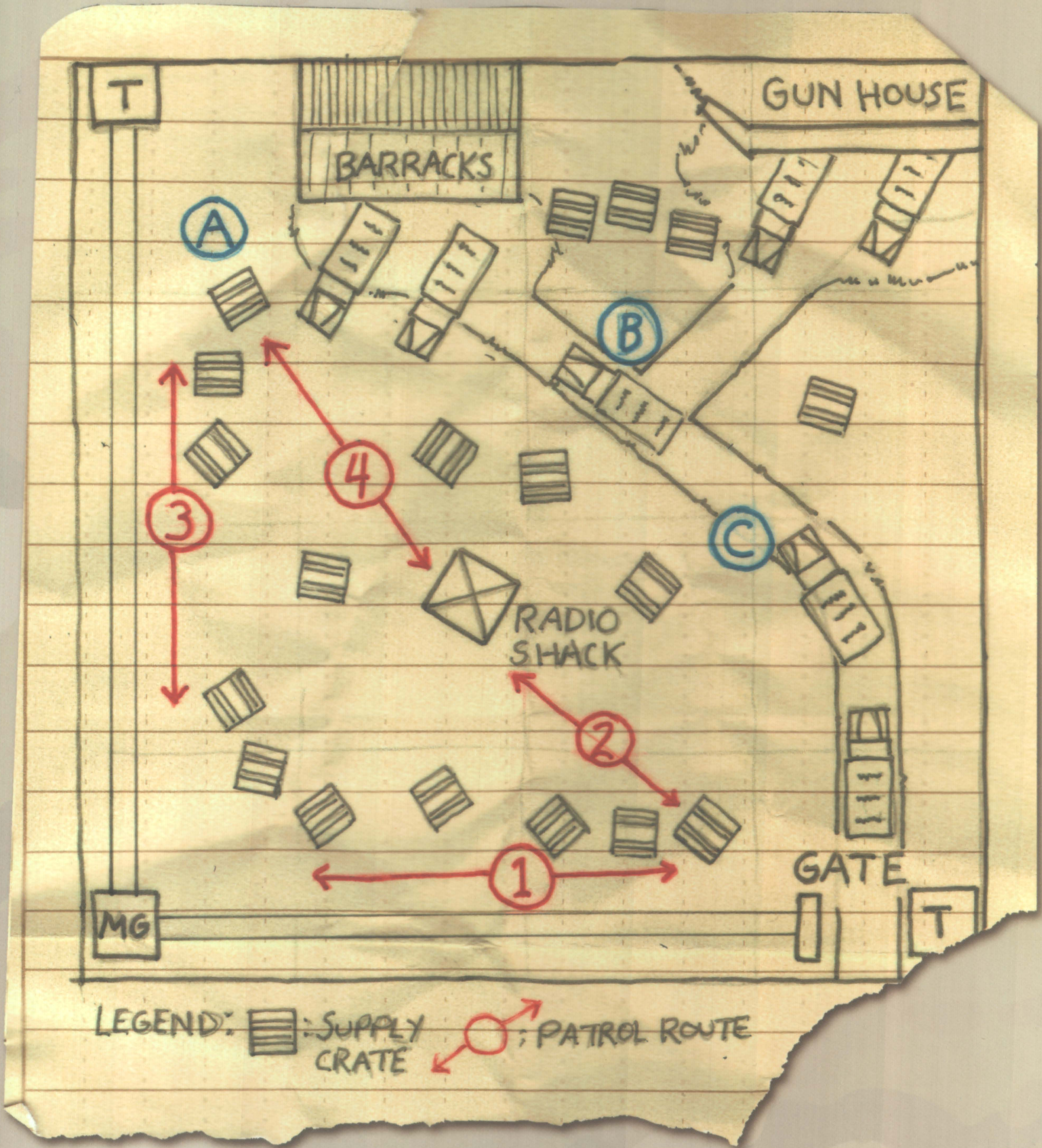
Milton, SAS Commander

Positive Leader w/MkII Sten SMG, Welrod Suppressed Pistol and Demo Charge

British SAS Fireteam 1

1x Team Leader w/MkII Sten SMG and Welrod Suppressed Pistol

1x Demo Man w/MkII Sten SMG and Demo Charge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GUN HOUSE
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RADIO SHACK
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LEGEND: ▤ : SUPPLY CRATE
○ : PATROL ROUTE

British SAS Fireteam 2
1x Team Leader w/MkII Sten SMG and Welrod Suppressed Pistol
1x Gunner w/MkII Sten SMG

Local Resistance Fireteam *(TQ/Morale: D10/D12)*
1x Team Leader w/MP-40 SMG and Welrod Suppressed Pistol
1x Gunner w/MP-40 SMG

American OSS Fireteam
1x Team Leader w/Thompson SMG and M1911 pistol with suppressor
1x Demo Man w/Thompson SMG and Demo Charge

GERMAN MISSION

Keep the Allies out of the gun house.

GERMAN VICTORY POINTS

- Each Allied KIA: 5pts
- Each gun not destroyed by end of Turn 8: 5pts

COMMANDOS INFILTRATE A GERMAN BASE. (PHOTO: PIERS BRAND. MINIATURES: CP MODELS)

GERMAN FORCES

German Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Level: Poor to Normal – See *"When is this shift over?"* under special rules.
Body Armor: None
Troop Quality/Morale: D8/D8

German Patrol 1
1x Team Leader w/MP-40 and Flashlight
1x Rifleman w/Kar98k

German Patrol 2
1x Team Leader w/MP-40 and Flashlight
1x Rifleman w/Kar98k

German Patrol 3
1x Team Leader w/MP-40 and Flashlight
1x Rifleman w/Kar98k

German Patrol 4
1x Team Leader w/MP-40 and Flashlight
1x Rifleman w/Kar98k

German Fireteam A
1x Team Leader w/MP-40 and Flashlight
5x Rifleman w/Kar98k

German Fireteam B
1x Team Leader w/MP-40 and Flashlight
5x Rifleman w/Kar98k

German Fireteam C
1x Team Leader w/MP-40 and Flashlight
5x Rifleman w/Kar98k

ALLIED COMMANDOS ON THE MOVE. (PHOTO: PIERS BRAND. MINIATURES: CP MODELS)

Machine Gun Team *(in guard tower #2)*
1x Machine Gunner w/MG-42
1x Assistant Gunner w/Kar98k

SPECIAL RULES

GERMAN DEPLOYMENT

The German Patrols will be deployed on the table as seen on the map and will follow the path marked on the map each turn they do not spot an Allied team. The German Fireteams will be housed in the Barracks building and will not come out until the alarm has been raised by one of the German Patrols. Once the alarm has been raised each German Fireteam in the Barracks building will move to its specified "Rally" point designated on the map.

Any time the Allied teams come into line of sight of any German Guard team, roll on the German Guard Reaction Table.

Each turn the German guard teams will roll 1D6 and check the German guard reaction chart:

DIE ROLL (1D6)	RESULT
1	Allied team not spotted
2	Allied team not spotted
3	Guard team moves toward Allied team
4	Guard team moves toward Allied team; raises alarm
5	Guard team moves toward Allied team; fires at Allied team
6	Guard team moves toward Allied team; fires at Allied team

Each turn, the German guard towers will also roll 1D6 and check the German Guard Tower Reaction chart:

DIE ROLL (1D6)	RESULT
1	Allied team not spotted
2	Allied team not spotted
3	Allied team not spotted
4	Allied team not spotted
5	One Allied team is spotted randomly
6	One Allied team is spotted randomly

Once a Guard tower has spotted a team, any and all German teams that have LOS to the Allied team may react as normal.

"WHEN IS THIS SHIFT OVER?"

Being the early morning hours when the Allies start the raid, the German patrols are considered fatigued. They receive the Poor Supply Level attribute for the duration of the game.

"EASY WITH THOSE CHARGES"

To place the charges to destroy the guns, the emplacing team must reach the entrance to the gun house by Turn

8. The Emplacing team will then need to roll a Troop Quality check for each gun to set the charges. Demolition charges may not be exchanged between fireteams but may be taken from wounded or dead figures by other members of the same force. This rule doesn't apply to Maddox or Milton, who can use any explosive charge.

ELUSIVE

Whether due to natural ability or extensive familiarity with their surroundings, some units are able to virtually vanish into the woodwork. A unit firing at an elusive unit must pass an opposed Quality Check. If the firing unit loses the opposed check, it can't locate the sneaky unit well enough to effectively engage it.

HARD TO KILL

Some troops are just plain hard to kill. When such a unit takes casualties, a Survival Roll is immediately made for each casualty. If the casualty rolls a 4+ on their survival die, they are unhurt – they are not counted as casualties for purposes of morale or casualty penalties and are not required to make a First Aid Check. If their roll is less than a 4, they are treated as a normal casualty.

The units in this scenario throw a D6 for their survival die.

ALLIED COMMANDOS CLOSE IN ON THE GUN HOUSE. (PHOTO: PIERS BRAND. MINIATURES: CP MODELS)

BUNGLE IN THE JUNGLE (SOLITAIRE SCENARIO)

Somewhere in Central America, 1980s

By Jim Roots

It was not unknown in the early '80s for the United States' Drug Enforcement Agency (DEA) and the CIA to send teams of special operatives to attack drug farming and manufacturing locations hidden in the Central American jungle. Most times, these operations were successful in shutting down production (temporarily at least). On a few occasions, things did not go according to plan. Here is one such instance...

SCENARIO INFORMATION

Duration of Game: Indefinite until one side or the other is eliminated

Initiative: Marauder for the entire game

Fog of War: Suspended for this scenario

Terrain: Dense jungle (Special Operatives limited to Tactical Movement; no penalty for Marauder; LOS for all models equals Optimal Range) except for the clear area round the buildings, which is open. Buildings are wood (+1D)

Table Size: 4'x4'

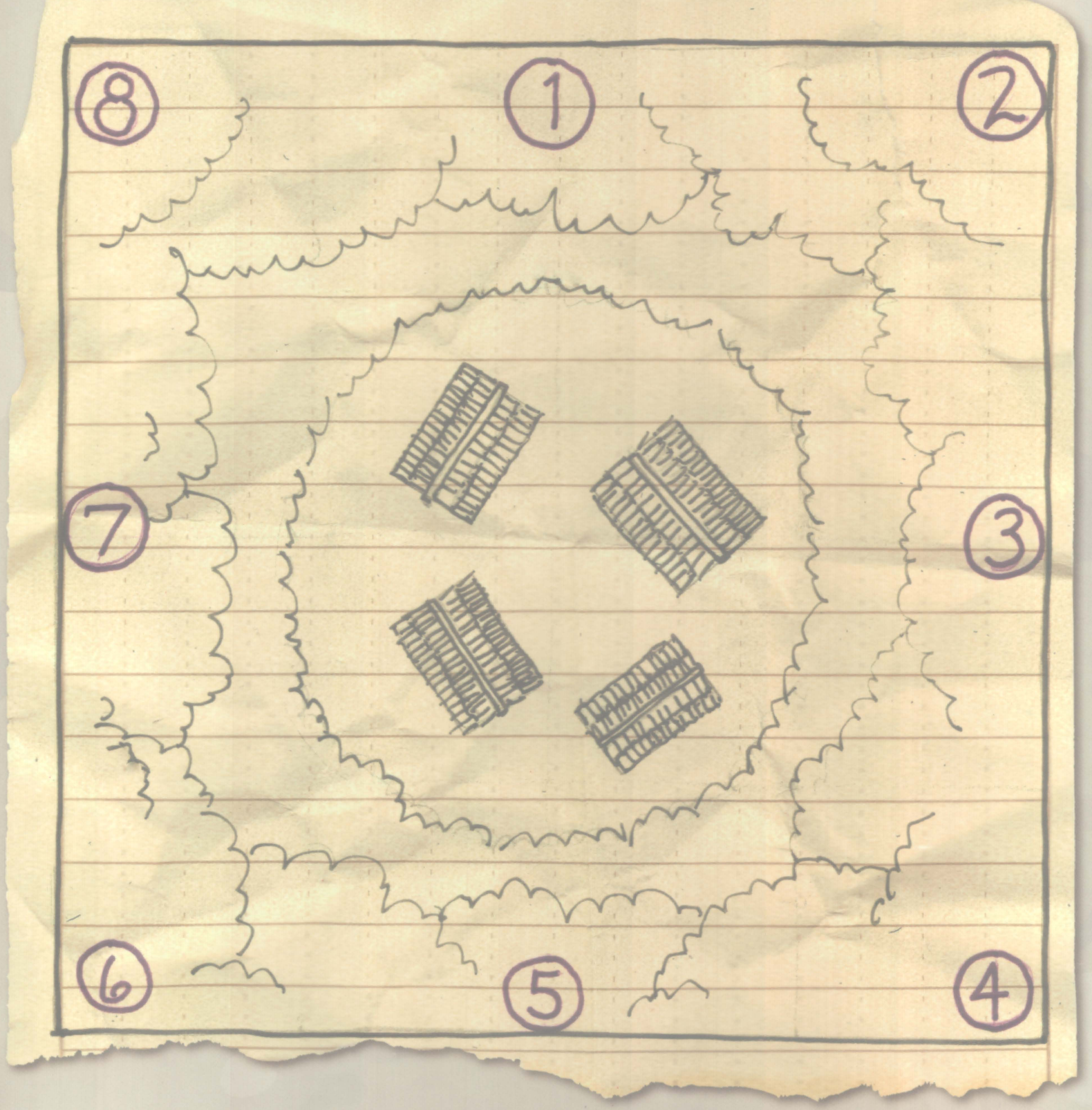
- 1–8: Marauder starting positions

SPECOPS MISSION

The Special Operative player must locate and kill the Marauder, which appears to be some sort of alien life-form bent on wiping out the entire team. No other objective matters when survival is on the line.

SPECOPS VICTORY POINTS

- No Victory Points are awarded during this scenario. One side or the other wins through elimination.



SPECOPS FORCE

Special Operatives Basic Attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: Varies (see below)
Troop Quality/Morale: Varies (see below)

SpecOps Team *(start within clearing area in any building)*

Team One
1x Major Holland Safer w/M16A1 and Body Armor (+1D) *(TQ/Morale: D10/D12) (Hard to Kill, Close Combat Specialist: +1D in close combat)*
1x Hanna Gomez w/AK47 and Body Armor (+1D; *represents Holland's protective nature*) *(TQ/Morale: D8/D8)*

Team Two
1x Agent Jorge Fillin w/M6A1 and Body Armor (+1D) *(TQ/Morale: D8/D10)*
1x Train Hopper w/M134 minigun (Med. AP:2/AT:1) and Body Armor (+1D) *(TQ/Morale: D8/D10)*
1x Willy Shoe w/M16A1 and Body Armor (+1D) *(TQ/Morale: D8/D10)*

Team Three (TQ/Morale: D8/D8)
2x Riflemen w/M16A1s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)

Team Four (TQ/Morale: D8/D8)
2x Riflemen w/M16A1s
1x Grenadier w/M203 (Lt. AP:1/AT:0)
1x Automatic Rifleman w/M249 SAW (Lt. AP:1/AT:0)

MARAUDER MISSION

You have travelled millions of light years to get back to nature. Unfortunately for the inhabitants of this planet, your nature is that of a bloodthirsty killer. Leave no survivors.

MARAUDER VICTORY POINTS

- The Marauder is controlled by special rules as this is a solitaire scenario. There are no Victory Points awarded. The Marauder wins if no humans are left alive.

US ARMY RANGER

THE MARAUDER

Marauder Basic Attributes
Initiative Level: D12
Confidence Level: High
Supply Level: Normal
Body Armor: Medium (+2D)
Troop Quality/Morale: D12/D12
Unit Attributes:

- Hard to Kill
- Close Combat Specialist (+1 Die in Close Combat)

1x Marauder w/Plasma Gun (Med. AP:2/AT:2) and Self-Destruct Device

SPECIAL RULES

FOG OF WAR

Fog of War cards are suspended for this scenario.

TRAPS

The SpecOps team has four Booby Trap cards they may play when the Marauder figure is in the LOS of one of the named operatives. Each Booby Trap card is a 6D8 attack. Once played, these cards are gone.

THE MARAUDER

The Marauder moves and fights according to the following rules.

At the beginning of the game, roll 1D8. That is the initial starting location (see map) for the Marauder.

At the beginning of each turn the Marauder goes first. Determine if any targets are within the LOS of the Marauder. If there are any, the Marauder will charge to Close Combat with the closest. If equally distant, roll a die to randomly determine the target. If there are not any, roll 1D8. The Marauder will move toward that edge or corner of the board (see map) using Rapid Movement. If this causes the Marauder to exit a board edge, then randomly determine where the Marauder appears again at the beginning of the next turn.

During the SpecOps' portion of the turn, if they fire on the Marauder, the Marauder will return fire normally (i.e. Reaction Tests etc.). The Marauder loses a die for each time it fires per the regular fire combat rules. Resolve Close Combat as normal if the SpecOps team chooses to engage the Marauder.

Casualties. The Marauder will automatically kill any seriously wounded figures it encounters. The Marauder treats unattended wounded as preferred targets when assessing eligible figures in its LOS at the beginning of each turn.

Self-Destruct Device. If the Marauder is killed, it doesn't die immediately. It first attempts to activate its self-destruct device. The moment the Marauder fails to pass its Hard to Kill check, roll 2D8. On any roll of doubles, the device explodes, killing all figures within 24" of the Marauder's location. Before the explosion happens, all SpecOps personnel on the board may make a free move away (subject to terrain restrictions and wounded status) in an effort to avoid destruction. Figures moving off the board count as killed.

FIGHTING IN THE WAREHOUSE

Navy SEALS on the US-Mexican Border, Sometime in 2012

By Jim Roots

Most pundits speculate that US Special Forces are being utilized in counter-narcotics operations against Mexican drug lords in the border region with the United States. This scenario involves a hypothetical encounter inside of a large industrial/warehouse complex between narco-terrorists and US Navy SEALS.

SCENARIO INFORMATION

Duration of Game: 6 Turns
Initiative: SEALS for entire scenario
Fog of War: Suspended for this scenario
Terrain: Warehouse/building interior
Table Size: 2'x2'

SEAL MISSION

The SEAL player must capture or kill the leader of the terrorists.

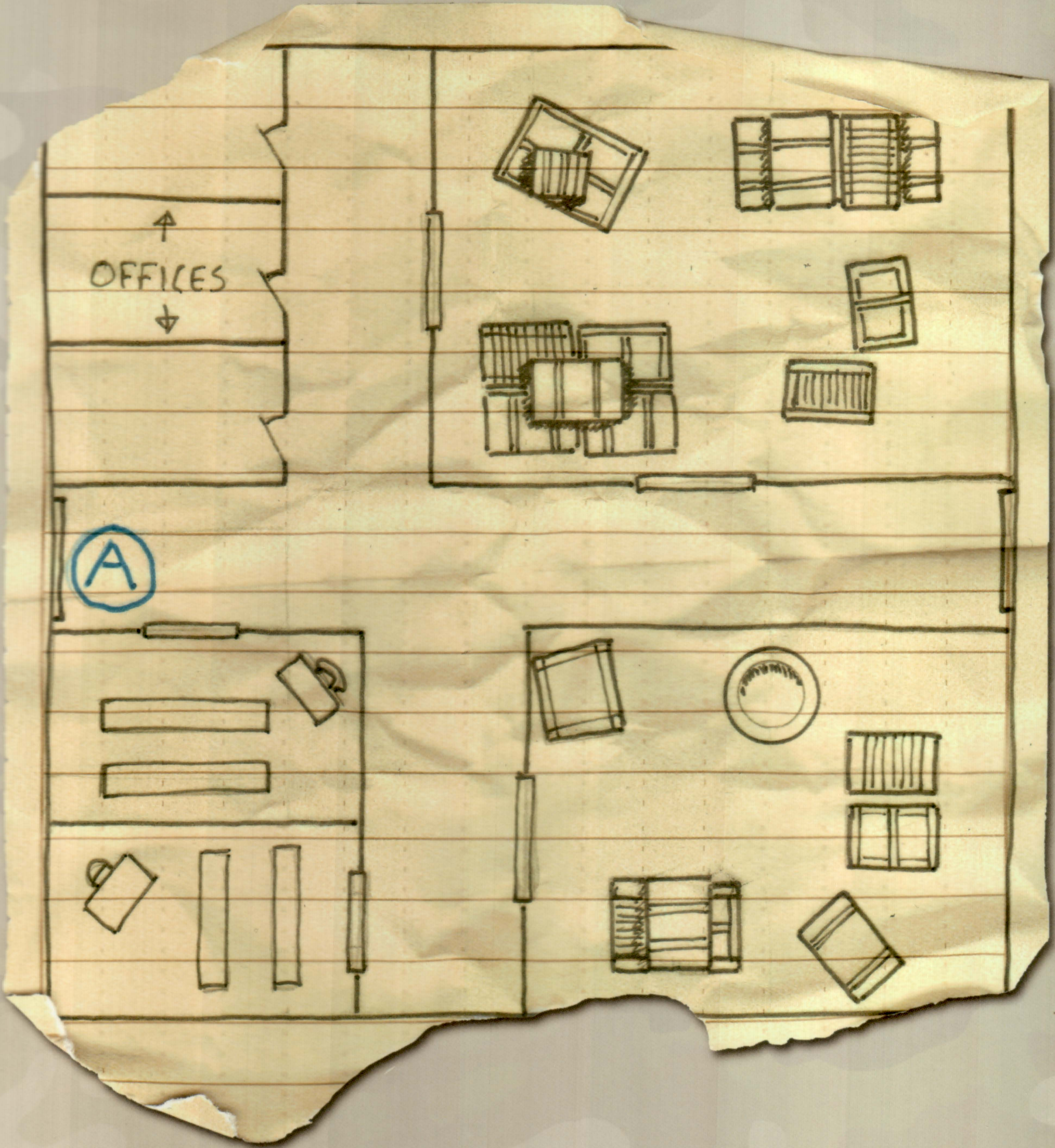
SEAL VICTORY POINTS

- Per terrorist captured, wounded or killed: 1pt
- Terrorist leader captured, wounded or killed: 10pts

SEAL FORCE

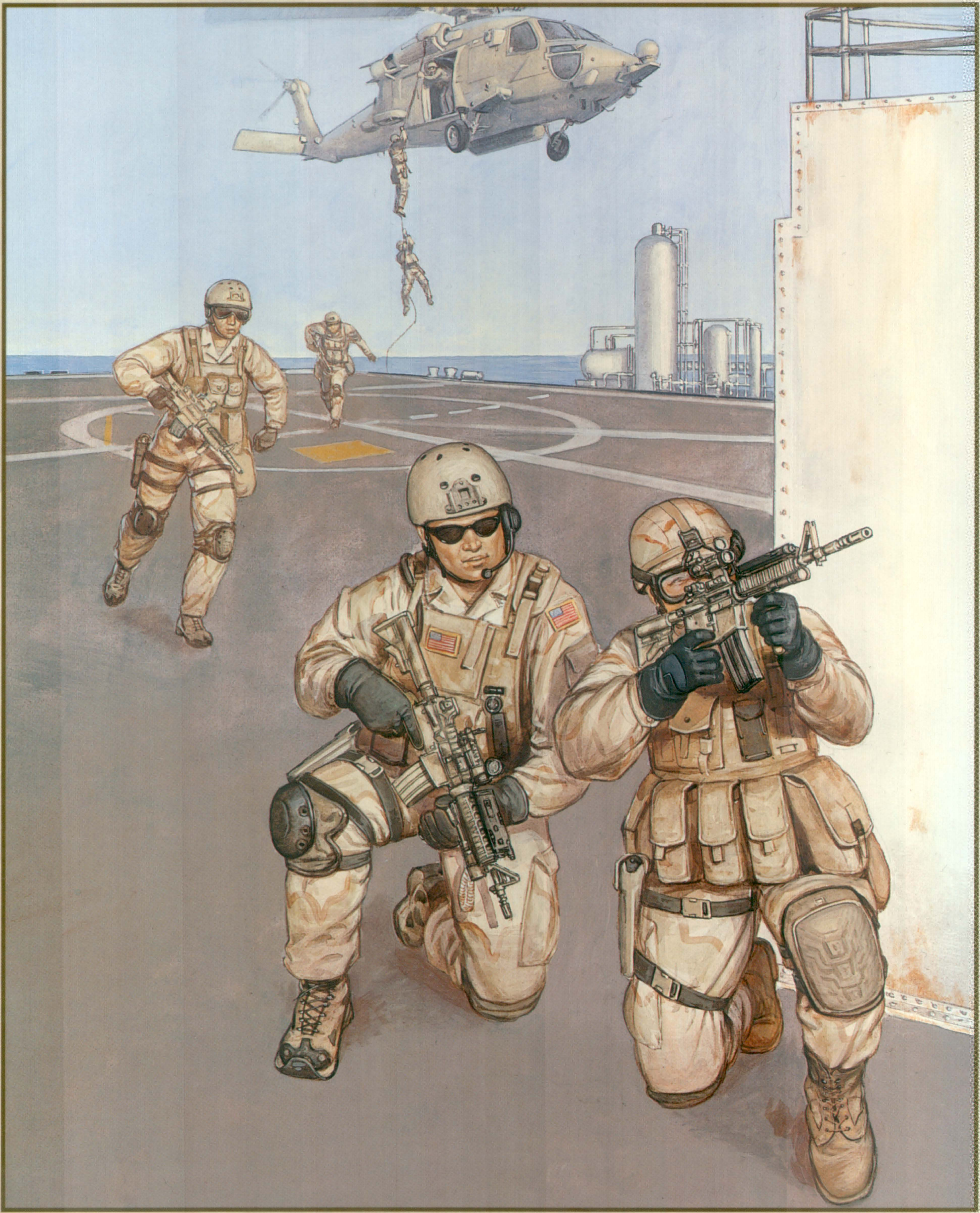
SEAL Basic Attributes

Initiative Level: D10
Confidence Level: High



Supply Level: Normal
Body Armor: +1D
Troop Quality/Morale: D10/D10

SEAL Squad *(enter east board edge at Point A – door has just been blasted open)*



Team One
2x SEALs w/A4
1x SEAL w/M203 (Lt. AP:1/AT:0)
1x SEAL w/M249 SAW (Lt. AP:1/AT:0)

Team Two
2x SEALs w/A4
1x SEAL w/M203 (Lt. AP:1/AT:0)
1x SEAL w/M249 SAW (Lt. AP:1/AT:0)

NARCO-TERRORIST MISSION

The Narco-Terrorist player must inflict as many casualties as possible on the SEAL forces and must keep the leader of the group alive at all costs.

NARCO-TERRORIST VICTORY POINTS

- Per SEAL light or seriously wounded: 1pt
- Per SEAL KIA: 3pts
- Leader survives the scenario: 5pts

NARCO-TERRORIST FORCE

Narco-Terrorist Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: +1D
Troop Quality/Morale: D6/D10

Terrorists *(deploy first anywhere within the building – no group within 3” of another group)*
Group One
1x Leader w/AK74
3x Terrorists w/AKs
1x Terrorist w/RPK (Lt. AP:1/AT:0)

OPPOSITE: US NAVY SEALS

Group Two
4x Terrorists w/AKs
1x Terrorist with RPK (Lt. AP:1/AT:0)
1x Terrorist with RPG (Med. AP:2/AT:2(M)

Group Three
4x Terrorists w/AKs
1x Terrorist w/RPK (Lt. AP:1/AT:0)

SPECIAL RULES

FOG OF WAR

Fog of War cards are suspended for this scenario.

INTERIOR FIGHTING

Doors block line of sight but offer no impediments to movement.

HUNTERS HUNTED

A Special Operations Scenario

By Leigh Neville

Betrayed by their handlers and closely pursued by a company-strength group of Cartel mercenaries, Team Knife and the remnants of Team Banner have joined forces to stop them from interfering with their extraction from the Colombian highlands. Their first stand went well, from concealed and prepared positions they have inflicted over 30 casualties on the enemy and now they are withdrawing to their second defensive line – though three of their number have been killed and one seriously wounded.

SCENARIO INFORMATION

Duration of Game: 6 Turns
Initiative: Kinetic – US force has the initiative first turn, test thereafter
Fog of War: Determined normally by Reaction Test rolls

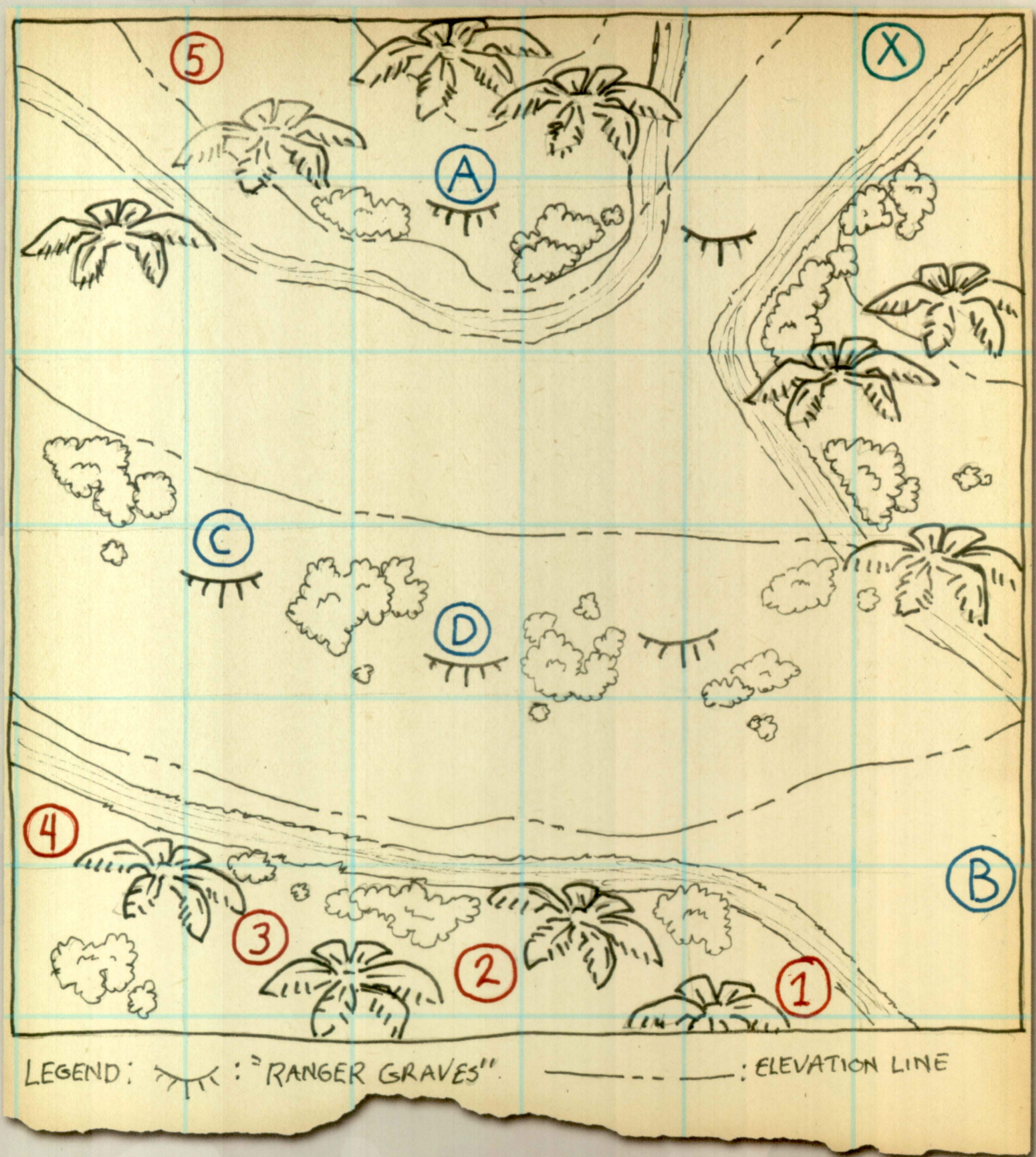

5
X
A
C
D
4
3
2
1
B
LEGEND: : "RANGER GRAVES"
: ELEVATION LINE

Table Size: 3'x3'

- A–D: Locations of US Units
- X: US Exit Point
- 1–5: Cartel Hot Spots

US MISSION

Cause as much damage as possible to the Cartel groups so that they are unable to pursue when the time comes to exfiltrate.

US VICTORY POINTS

- Per US soldier leaving via Exit Route during Turn 6: 1pt
- No Cartel groups active (broken, wiped out or shaken) on board: 10pts
- No Cartel groups active (broken, wiped out or shaken) within 18" of Exit Route: 5pts

US FORCE

US Army Basic Attributes

Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D10/D12

Command Team *(At A)*
1x Captain w/M16
1x RTO w/M16
1x Medic w/M16

Scout/Sniper Team *(At B)*
2x Scouts w/MP5SDs *(Stealthy, Marksmen)*

1st Fireteam *(At C)*
1x NCO w/M16
1x Soldier w/M16/M203 (Lt. AP:1/AT:0)
1x Soldier w/M249 (Lt. AP:1/AT:0)

2nd Fireteam *(At D)*
1x NCO w/M16
1x Soldier w/M16/M203 (Lt. AP:1/AT:0)
1x Soldier w/M249 (Lt. AP:1/AT:0)
1x Soldier w/M16 *(Seriously Wounded)*

CARTEL MISSION

Kill or capture as many of the US soldiers as possible. The mercenaries who survive will be rewarded handsomely.

CARTEL VICTORY POINTS

- Per US soldier killed: 1pt
- Per US soldier captured: 3pts

CARTEL FORCES

Cartel Mercenaries Basic Attributes

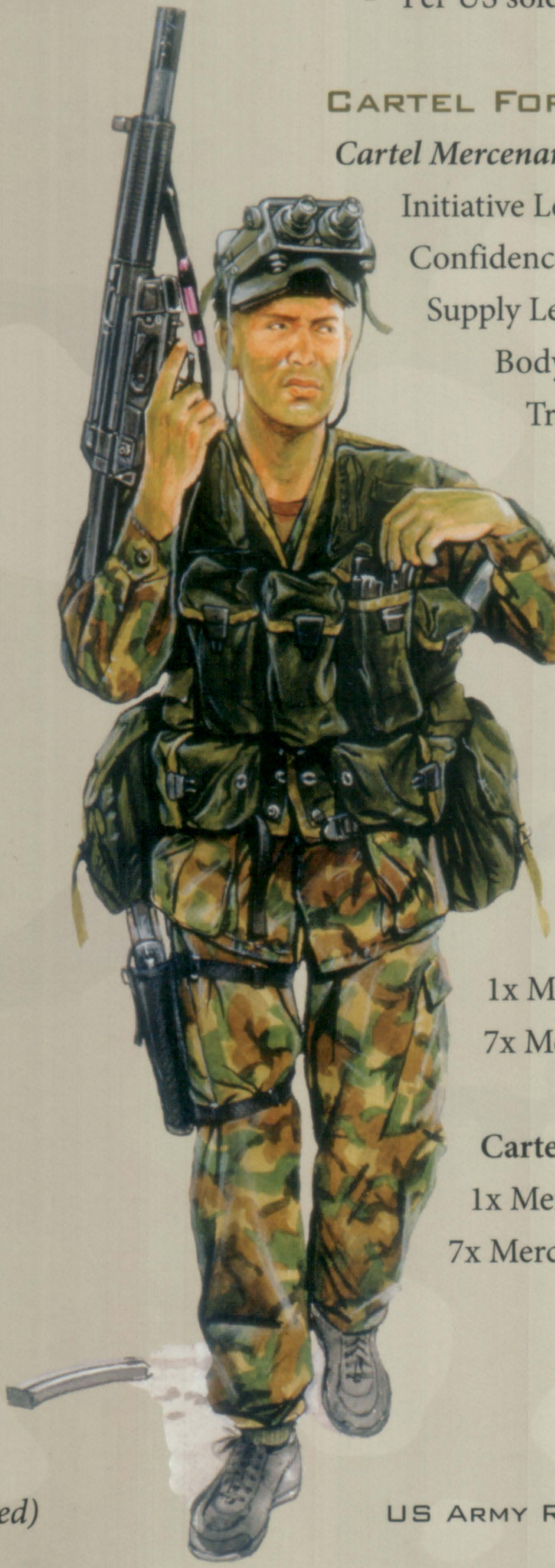
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: None
Troop Quality/Morale: D6/D8

Cartel Group *(At 2)*
1x Mercenary Leader w/AK
7x Mercenaries w/AKs

Cartel Group *(At 3)*
1x Mercenary Leader w/AK
7x Mercenaries w/AKs

Cartel Group *(At 4)*
1x Mercenary Leader w/AK
7x Mercenaries w/AKs

Cartel Group *(At 5)*
1x Mercenary Leader w/AK
7x Mercenaries w/AKs



US ARMY RANGER

SPECIAL RULES

CARTEL REINFORCEMENTS

After Turn 1, two groups of Cartel reinforcements arrive at a random Hot Spot. Roll each turn. Roll 1D6 to see which Hot Spot they arrive from – the Cartel player chooses on a 6. To determine what reinforcements arrive, roll 1D6 on the following table:

DIE ROLL (1D6)	RESULT
1	1D6 Mercenaries w/AKs
2	1D6+1 Mercenaries w/AKs
3	1D6+1 Mercenaries and 1x Leader w/AKs
4	2D6 Mercenaries w/AKs
5	2D6+1 Mercenaries w/AKs
6	2D6+1 Mercenaries and 1x Leader w/AKs

PREPARED POSITIONS

The US fireteam have prepared foxholes in several positions on the hill. These count as Improved Cover (+2D). The positions are set up with Claymores – any US unit occupying the position can set it off (one use only, use normal claymore rules).

NIGHT FIGHTING

This mission takes place at night and uses the Night Fighting rules.

SCOUT/SNIPER TEAM

The Scout/Sniper team is Stealthy. Both count as Marksmen and are equipped with suppressed weapons and night-vision devices.

CARTEL LEADERSHIP

Though treated as regulars the mercenaries are still reliant on leadership – if a group's Leader is seriously wounded or killed (or if a reinforcement group does not have a leader) reduce its Morale die type by 1.

A SELECTION OF CURRENT SPECIAL OPERATIONS FORCES

By Joseph Trevithick & Leigh Neville

Specialized and elite military and paramilitary formations exist around the world. In many countries, however, such terminology is used simply to identify units with high readiness, that are more capable than others. This section seeks to provide a basic overview of units tasked with missions associated with the broad definitions of special operations and unconventional warfare.

Most special operations or unconventional warfare formations can best be seen as force providers. Though there are instances where such units deploy as a whole, more often they are parted out and assembled with elements from other military units or paramilitary or non-military entities (such as law enforcement or intelligence agencies) to form mission-specific groupings. The number of individuals deployed to a single mission can vary wildly. In addition, the foreign internal defense/security force assistance mission regularly performed by such units often means that small numbers of individuals might be attached to larger conventional military units from foreign countries in an advisory role.

Special operations and unconventional forces are often broken into "white" and "black" categories. So-called "white" forces are those that are overt, or publicly acknowledged. So-called "black" forces are those that are covert or clandestine, or not publicly acknowledged at the time or ever. Most units can be called upon to perform missions that fall into either category.

UNITED STATES SPECIAL OPERATIONS FORCES

It is reasonable to say that no other entity in the world matches the special operations establishment in the United States military. This is in part due to the size of the US military, but also because of its unique Unified Command Plan, which outlines responsibilities around the globe.

In 1987, the United States created what is called a unified command for special operations forces. The bulk of the unified commands exist to provide command and control for all US military forces in a region. US Special Operations Command (USSOCOM or just SOCOM) provides such oversight for all US special operations forces. Currently there are two other unified commands tasked with non-regional functions: US Strategic Command, which handles strategic US military capabilities such the US Air Force's intercontinental ballistic missile force and missile defense, and US Transportation Command, which handles worldwide US military logistics. In addition to SOCOM, each of the regional unified commands (currently there are six such commands), as well US Forces Korea, has been assigned a theater special operations command to handle operational command and control of special operations forces in those regions.

US ARMY SPECIAL FORCES

US Army Special Forces were borne out of experience from World War II and concerns at the beginning of a pervasive political climate known as The Cold War.

World War II had a dramatic effect on old orders around the world as empires crumbled, colonies and protectorates gained independence, and old regimes collapsed under the weight of an increasingly connected world. Soviet political and military influence rapidly expanded in Europe and the threat of Communism rose over the Asia-Pacific region as insurgents toppled the Chinese government. This fear would intensify with the eventual outbreak of the Korean War.

Fears of being overrun abounded. Experience assisting partisan groups in Europe and in Asia during World War II drove efforts by the fledgling Central Intelligence Agency (CIA) and the US Army to establish plans for stay-behind forces to conduct unconventional warfare in Europe in the event of Communist aggression. Hidden initially under cover designations, Army Special Forces would provide the capability to raise, train, support, and otherwise advise resistance elements. In many ways it would mirror the deployable elements of the Office of Strategic Services during World War II.

In 1960, the decision was made to dramatically expand the Special Forces, though their primary mission remained unconventional warfare. A lineage was established linking the Special Forces to the US–Canadian Special Service Force and, initially, the Ranger Infantry Battalions. The 1st Special Forces (later the 1st Special Forces Regiment) was activated as a parent regiment for all Army Special Forces units.

In Southeast Asia during the 1960s and 1970s, Special Forces were especially active, performing their traditional unconventional warfare mission, along with other missions such as special reconnaissance and direct action. Unfortunately, the very activities that proved the utility of Special Forces in varied situations were nearly its undoing in the US Army.

After the conflict ended in Southeast Asia, the US Army was intent on ridding itself of the taint of Vietnam. This led to a desire to minimize unconventional warfare and counterinsurgency and focus instead on the sort of massive land-air battles expected in a war with the USSR in Europe. This resulted in a significant reduction in institutional support for Special Forces. Still, SOF remained important elements of US operations in Latin America during the 1980s and in Southwest Asia, Africa, and Europe during the 1990s. SOF was slowly gaining ground as part of the US Army's "transformation" towards the end of the 20th century, but the events of September 11, 2001 led to a renaissance for special operations forces in general. President George W. Bush subsequently designated SOCOM as the lead for planning, synchronizing, and conducting operations against worldwide terrorist networks.

Currently US Army Special Forces Command (Airborne) consists of seven regionally aligned Special Forces Groups (1st, 3rd, 5th, 7th, 10th, 19th, and 20th Special Forces Groups, with the latter two being part of the Army National Guard). In addition, the 39th Special Forces Detachment (Airborne) attached to the 1st Special Forces Group (Airborne), is forward deployed in Korea. Army Special Forces have been significantly expanded since the beginning of the Global War on Terror (now referred to as Overseas Contingency Operations), and there are plans to add a fourth battalion to each of the Special Forces Groups.

US ARMY RANGERS

US Army Rangers trace their history back to the Seventeenth Century and Colonial North America. The term "Ranger" is seen as traditionally American, a term used historically for elite light infantry or scouts, employed to gather information and track and harass the enemy. The current 75th Ranger Regiment, however, draws its lineage from units that fought in World War II: the 5307th Composite Unit (Provisional) (better known as Merrill's Marauders) and Ranger Infantry Battalions. Merrill's Marauders conducted an unconventional campaign against the Japanese in Southeast Asia, while the Ranger Infantry Battalions were known mostly for their efforts performing specialized missions in the European theater. (Ranger Infantry Battalions were also deployed to the Pacific theater.)

After the Second World War, the Rangers experienced an uncertain existence. Elements were briefly reactivated at company strength during the Korean War to perform specialized missions, such as deep reconnaissance. The 1st and 2nd Ranger Infantry Battalions (at times known as the 1st and 2nd Infantry Battalions) also performed standard infantry functions in the Canal Zone in Panama and in Iceland during the 1950s. By 1960, however, these units had all been inactivated.

The term Ranger was revived in 1969 for infantry units that had been previously designated using the term Long Range Patrol. These units had first appeared in Europe, but had rapidly expanded to assist with US operations in Vietnam. At that time, the decision was also made to reflag all these elements as companies of the 75th Infantry Regiment, which carried the lineage of Merrill's Marauders. After Vietnam, these units were again largely inactivated.

In the 1970s, the decision was made to establish independent Ranger Infantry Battalions again, as battalions of the 75th Infantry Regiment. These battalions would provide elite infantry for specialized missions. Ranger training would also be offered to other personnel as well, which was to help improve the overall quality of the Army as a whole. Ranger training remains available to Army personnel broadly, and anyone who has completed the course is authorized to wear a tab on the shoulder of their uniform with the word "RANGER" to indicate this.

Army Rangers participated in the US interventions in Grenada and Panama in the 1980s. In 1986, the decision was made to consolidate the lineages of the Ranger Infantry Battalions with that of Merrill's Marauders and re-designate the 75th Infantry Regiment as the 75th Ranger Regiment. Elements of the Regiment subsequently deployed in support of other US operations in the 1990s, including notably the intervention in Somalia. As with Army Special Forces, the 75th Ranger Regiment was expanded following the events of September 11, 2001, and currently consists of the Regimental Headquarters, and Regimental Special Troops Battalion, and three Ranger Infantry Battalions.

Rangers also often operate directly under Joint Special Operations Command and provide both outer cordon/force protection and QRF/IRF capability for Tier One SOF. The Rangers have a dedicated special reconnaissance unit known as the Regimental Reconnaissance Company that operates in support of JSOC missions. Additionally, the Rangers can operate as a unilateral direct action force for raiding and HVT operations.

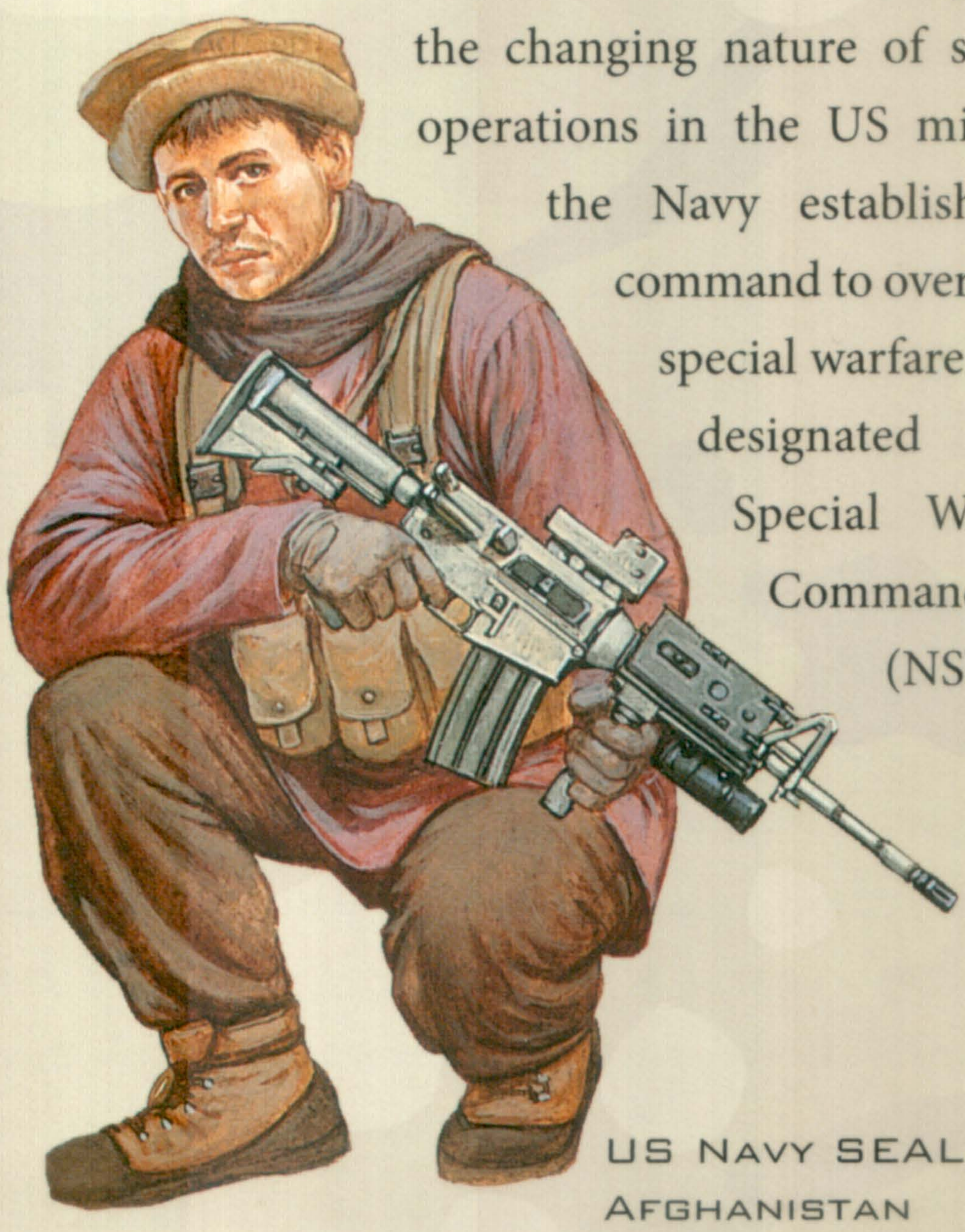
US NAVY SEALS

Created in the 1960s, the US Navy Sea, Air, and Land (SEAL) Teams were an offshoot of the Underwater Demolition Teams (UDT) then in existence. However, both of these entities drew their history from a variety of specialized amphibious units from World War II and Korea, including the joint Army-Navy Scouts and Raiders, Naval Combat Demolition Units, Office of Strategic Services Operation Swimmers, and Motor Torpedo Boat Squadrons. These units provided specialized beach reconnaissance and demolition capability in support of amphibious operations including during the invasion of North Africa (Operation *Torch*), the invasion of Italy, the invasion of

France (Operation *Overlord*), most of the combat landings in the Pacific Theater of Operations, and Operation *Chromite*, the amphibious landings at Inchon.

While the new SEAL teams would be able to perform these beach reconnaissance and demolition functions in support of their UDT cousins, they were also intended to perform unconventional warfare missions. Deploying to Vietnam beginning in 1966, SEAL Team elements and a host of specialized support units, conducted a variety of specialized missions, including special reconnaissance, advising South Vietnamese unconventional warfare elements, and performing direct action, including the securing of enemy prisoners for interrogation.

The SEAL Teams continued to provide special operations support after Vietnam. Initially organized around only two Teams, one on each coast, the SEALs began to expand. In 1983, it was determined that the missions of the UDTs and the SEALs overlapped enough to combine the two entities. UDTs were redesignated either as SEAL Teams or as SEAL Delivery Vehicle Teams (SDVT). In 1987, as part of the changing nature of special operations in the US military, the Navy established a command to oversee its special warfare units, designated Naval Special Warfare Command (NSWC). SEALs participated in operations in Grenada and Panama during the 1980s and in Southwest Asia in 1990–91. SEALs also deployed in support of crises in Africa, Latin America, and the Balkans. As with other US special operations units, SEAL Teams have been active in support of Overseas Contingency Operations since September 11, 2001.


US NAVY SEAL, AFGHANISTAN

Currently, NSWC consists of four active component Naval Special Warfare Groups (Naval Special Warfare Groups One, Two, Three, and Four) and the Reserve Naval Speial Warfare Group Eleven, along with various support entities. The groups control regionally aligned Naval Special Warfare Units with assigned SEAL Teams, SDVTs, and Special Boat Teams. These units are capable of performing the full breadth of special operations missions from direct action to foreign internal defense. They also retain their historic mission of providing support for amphibious operations.

US MARINE CORPS FORCES, SPECIAL OPERATIONS COMMAND

When SOCOM was established in 1987, the US Marine Corps did not contribute forces. Marine Corps leadership saw special operations capability as integral to its existing forces and that giving up control of any element would be detrimental to its ability to perform its basic mission. Specialized formations were definitely nothing new to the Marine Corps, which had established units like the Marine Raiders during the Second World War and had organic specialized reconnaissance elements at both Division and Force level at the time of SOCOM's creation. In addition, the push for special operations capability in the 1980s, (in no small part a product of the abortive Iran hostage rescue attempt) had led the Marine Corps to develop a training program for its Marine Expeditionary Units (MEU), resulting in certain MEU's being designated as "Special Operations Capable."

With the increased emphasis on special operations forces after September 11, 2001, segments of the Marine Corps realized that their force risked potentially being maligned in the era of persistent conflict if it did not have a dedicated special operations component. A dedicated component was necessary in order to retain the organic division and force reconnaissance elements. This force would continue to provide deep reconnaissance and similar capability to regular Marine Corps units. After a significant amount of inter-service politicking, US Marine Corps Special Operations Command Detachment, better known simply as Detachment One, was activated in 2003, just in time for Operation *Iraqi Freedom*. Attached to Naval Special Warfare Unit One, Detachment One deployed to Iraq. It conducted operations there between April and October 2004.

Detachment One's deployment was proof of concept for planned Marine Corps special operations forces. In 2006, the decision was finally made to activate US Marine Corps Forces, Special Operations Command (MARSOC). The Marine Corps' Foreign Military Training Unit (FMTU), charged with the foreign internal defense mission, was initially the only unit assigned to MARSOC. Personnel taken from the 1st and 2nd Force Reconnaissance Companies were used to start the creation of the 1st and 2nd Marine Special Operations Battalions. The FMTU was subsequently redesignated the Marine Special Operations Advisor Group, and then in 2009, was redesignated as the Marine Special Operations Regiment. The 1st and 2nd Marine Special Operations Battalions were reassigned to the unit and a third battalion was created. By 2010, MARSOC also included a Marine Special Operations Support Group that provided specialized forward observer/tactical air controller elements (known as Firepower Control Teams), intelligence teams, and canine teams. In May 2010, the intelligence element was expanded to a full battalion, becoming the Marine Special Operations Intelligence Battalion. Even Marine Special Operations Teams (MSOT), the smallest formalized MARSOC formations, are capable of performing the full range of special operations missions.

US SPECIAL OPERATIONS AVIATION

Special operations aviation has evolved significantly in the US military since the end of World War II, when the services were called upon to fly various types of special missions, including inserting and recovering members of the Office of Strategic Services or other agents tasked with intelligence collection. In addition, the US Army Air Force established the 1st Air Commando Group in 1943 to support operations in Burma, including the unconventional warfare operations of the British "Chindits."

In 1947, the US Air Force became a separate service from the US Army and retained the "Air Commando" nomenclature for specialized units. To this day, while there are no longer Air Commando units, the term Air Commando is applied to members of the US Air Force Special Operations Command (AFSOC). The other services continued to provide support for special operations forces as well. Special operations aviation is also provided by both so-called Active and Reserve Component units, the latter including Reserve and Army and Air National Guard units.

AFSOC is the largest single special operations aviation entity currently in the military, with the ability to provide a variety of specialized capabilities. These include specialized fixed aircraft like the AC-130 gunship and the EC-130 Commando Solo psychological warfare aircraft. AFSOC's rotary wing fleet has declining in size in the 2000s with the decision to retire the MH-53J Pave Low helicopter. The AFSOC is fielding the CV-22 Osprey tilt-rotor aircraft to fill the resulting gap. AFSOC also operates aircraft referred to "Non-Standard Aviation," which includes a variety of unique fixed and rotary-wing aircraft types to perform various special operations support missions (intra-theater airlift, intelligence collection, and others). In addition, AFSOC has special operators tasked with providing support for air operations, such as special operations weathermen, combat controllers, and pararescuemen (also referred to as "parajumpers" or "PJs"). These operators are grouped under the heading of Special Tactics within AFSOC. AFSOC, like other special operations forces, saw considerable growth after September 11, 2001. This continued well after and in June 2012, it activated the 24th Special Operations Wing as the controlling entity for all AFSOC Special Tactics elements.

Though smaller than AFSOC, the US Army's 160th Aviation Regiment (Special Operations) (Airborne), better known as the 160th Special Operations Aviation Regiment or 160th SOAR, provides important SpecOps capabilities as well. Equipped with a mixture of AH/MH-6 Little Birds, MH-47 Chinooks, and MH-60 Blackhawks, the unit is unique in the US military and stands apart from other specialized helicopter units around the world. After years of providing special operations aviation through various units, the US Army made a decision in the 1980s to redesignate all such units as elements of the 160th Aviation Regiment and assign them to the 160th Aviation Group. The resulting entity was often referred to as Task Force 160 and in 1990, the lineage and honors of the 160th Aviation Group and 160th Aviation Regiment were consolidated, resulting in the 160th SOAR that exists today. The unit deployed in support of responses to various contingencies in the 1980s and 1990s, notably during the intervention in Somalia. 160th SOAR saw the same expansion as other Army special operations units after 9/11. Currently the unit consists of Headquarters and Headquarters Company, four battalions, and a training company. In March 2011, a US Army Special Operations Aviation Command (Airborne) (Provisional) was also activated to provide command and control for 160th SOAR, a new special operations aviation training battalion, and the secretive US Army Special Operations Command Flight Detachment.

Other units also operate in the US Army and other services to provide special operations support. The Colorado Army National Guard's 2nd Battalion (General Support), 135th Aviation Regiment provides support to National Guard Special Forces, taking over for previous Army National Guard special operations aviation units like the 1st Battalion (Special Operations) (Airborne), 245th Aviation Regiment in Oklahoma. In 1976, the US Navy established Helicopter Attack Squadrons (Light) Four and Five to provide special warfare support, equipped with armed HH-1K helicopters, but this mission was folded in with combat search and rescue in the 1980s, and by 1988 both units had been redesignated to reflect their expanded roles. Currently, the US Navy maintains two helicopter squadrons, Helicopter Sea Combat Squadrons Eighty-Four and Eighty-Five, tasked with special warfare support. Other specialized aviation units have come and gone over the years in various services as well.

US "Tier One" Special Operations Forces

In the world of special operations forces, the term "tier one" is used to describe units that are the elite of the elite. They are the most specialized and most capable of the available elite forces. In the United States, this term is generally used to describe the elements nominally associated with the secretive Joint Special Operations

Command (JSOC), a subordinate command of SOCOM, which traces its history to the abortive attempt to rescue American hostages in Iran in 1979. The US Army and US Navy components, known best as Delta Force and SEAL Team Six respectively, also trace their history back to the rise of international terrorism in the 1970s and to the Iran Hostage Crisis.

The 1st Special Forces Operations Detachment Delta was formed in 1977 by US Army Colonel Charles Beckwith in response to international terrorist incidents in that decade. Heavily influenced by the British Special Air Service, Colonel Beckwith established a unit modeled on their British counterparts, reportedly adopting a multiple squadron organization. The unit reportedly changed names, first to the Combat Applications Group (CAG) and then to the Army Compartmented Element (ACE), but remains popularly known as Delta Force or just Delta.

The US Navy also created a specialized element primarily tasked with counter-terrorism between the late 1970s and early 1980s, first known as Mobility 6 (MOB Six) and then coming to be known as SEAL Team Six. As with Delta Force, the unit experienced additional name changes to obfuscate the unit's function. It was reportedly known briefly as the Marine Research Facility (MARESFAC) before coming to be known as the Naval Special Warfare Development Group (DEVGRU). According to its public mission profile, DEVGRU oversees development of naval special warfare tactics, equipment, and techniques. While this is part of the unit's mission, it remains deployable.

Also assigned to JSOC are the special operations airmen of the US Air Force's 24th Special Tactics Squadron and various other subordinate support elements, including dedicated special operations aviation elements. For instance, a special operations aviation element, reported to be known as Seaspray, which also had close connections to the US Central Intelligence Agency (CIA), reportedly supported tier one units before it was disestablished. It is believed that there is likely a successor unit to Seaspray or that its name was simply changed. In addition, other special operations forces have been known to support tier one units and JSOC. Tier one units have been involved since the 1980s in response to notable crises and special missions, such as the Achille Lauro hijacking and the hunt for drug lord Pablo Escobar, and military operations, including in Grenada, Panama, Somalia, Iraq (in 1990-1991 and 2003-2011), and Afghanistan, to name only a few. Members of DEVGRU were also said to be responsible for the stunning mission that led to the death of Osama Bin Laden in 2011.

JSOC also maintain their own specialist unit trained to conduct intelligence preparation of the battlefield and to provide an in-house signals and electronic intelligence capability. This unit is known popularly as the Intelligence Support Activity (ISA) but operates under a bewildering number of ever-changing code names such as Centra Spike, Intrepid Spear and Grey Fox. Operators from this unit are often attached to Tier One or CIA teams on operations or operate unilaterally.

In addition, the CIA has maintained its own paramilitary elements since its formation in 1947, which could also be considered in the tier one category. The importance of such forces has grown over the years, especially after the signing of Executive Order 12036 by President Jimmy Carter in 1978, which included a general ban on the use of US military personnel to support intelligence agency operations. Currently, the CIA's paramilitary arm is reported to be subordinate to the Agency's Special Activities Division (SAD) and known alternately as the SAD-Ground Branch. It is also reported to recruit heavily from tier one units and have been especially active after 9/11.

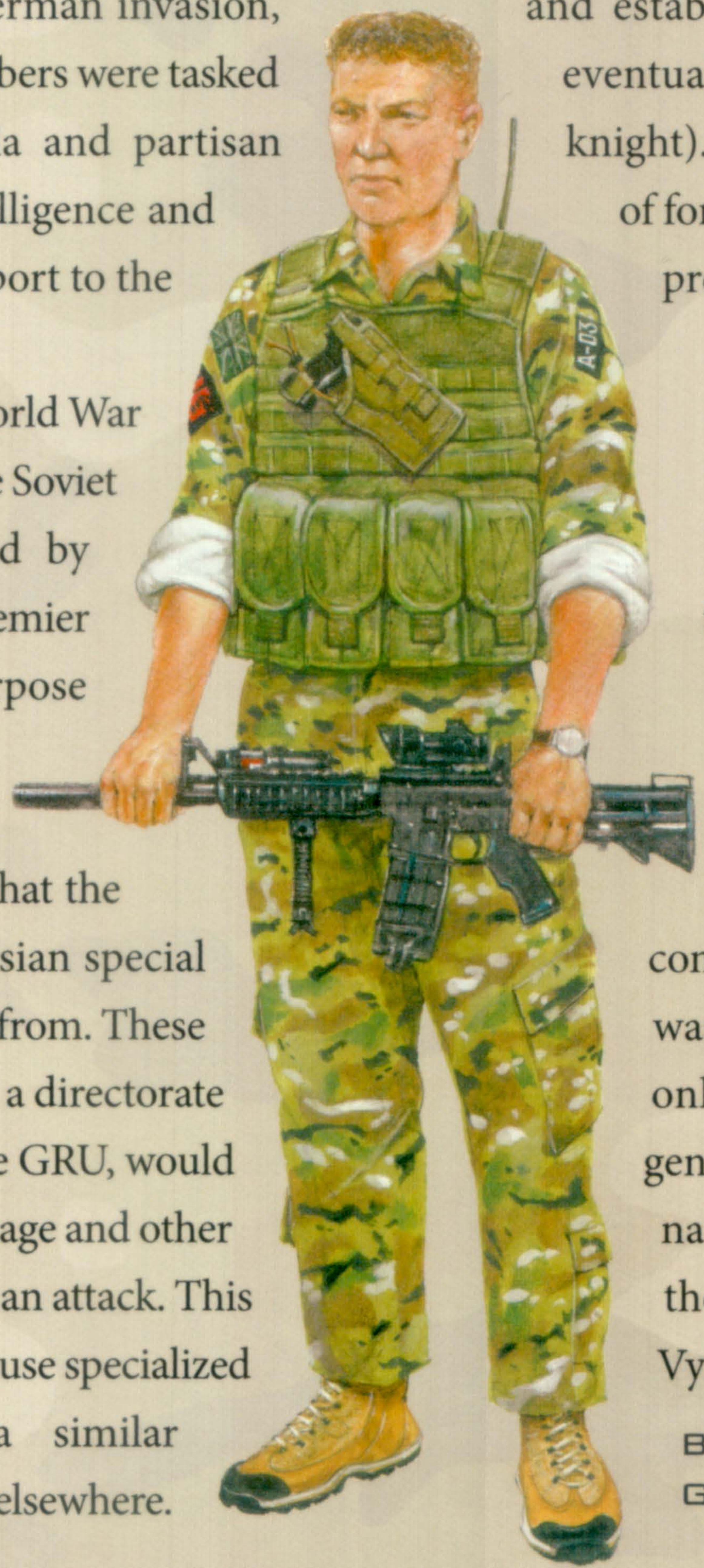
RUSSIAN SPECIAL OPERATIONS FORCES

The origins of Russian special operations forces date back to the birth of the Soviet Union and the Russian Civil War. That the first of these entities was formed within the Cheka, the progenitor of most of the Soviet security apparatus, belies the continued close relationship between Russian special operations forces and such entities. In addition, the Russian interest in airborne troops was closely intertwined with the development of specialized formations. By 1941 specialized forces were largely centered on the NKVD's Otdelnaya Motostrelkovaya Brigada Osobogo Naznaacheniya (OMSBON; translated as Independent Special Purpose Motor Rifle Brigade). After the German invasion, OMSBON's over ten thousand members were tasked with the development of guerrilla and partisan networks behind enemy lines, intelligence and counterintelligence, and broad support to the rest of the Soviet Army.

The experience gained during World War II by the OMSBON and fears that the Soviet Union might again be threatened by invasion from the West led Soviet Premier Josef Stalin to establish special purpose companies. In Russian *spetsialnogo naznacheniya* translates as special purpose and it is from this phrase that the common term associated with Russian special operations forces, "spetsnaz," comes from. These companies, initially subordinated to a directorate of the military's intelligence arm, the GRU, would be tasked with reconnaissance, sabotage and other stay-behind missions in the event of an attack. This in many ways mirrored US efforts to use specialized Army units to prepare for a similar contingency in Western Europe and elsewhere.

By the 1960s, the Spetsnaz had increased in size to include a number of independent brigades, battalions, and companies. In the 1950s, the KGB (the successor to the NKVD) also formed its own special purpose brigade. This unit's focus was on operations deep in enemy rear areas.

Spetsnaz and para-military elements of the KGB were active around the world during the Cold War, notably in Africa, Latin America, and in Afghanistan. Within the Spetsnaz even more specialized units appeared as well. In 1974, following a global trend for special anti-terrorism units, Detachment A (subsequently known just as Alfa) was established. The interior ministry (MVD) also wanted this capability as part of preparations for the 1980 Olympic Games in Moscow, and established its own specialized unit, which eventually came to be known as Vityaz (the knight). The MVD had also been in the process of forming another specialized unit, Kobalt, in preparation for the Soviet intervention in Afghanistan. In the end Kobalt was merged with Spetsnaz and KGB elements to form Kashkad 1, which served to advise and assist the new internal security apparatus of the Soviet-backed Afghan government. The Afghan experience also prompted the decision by the Soviets to establish a dedicated special operations contingent for overseas operations. So secret was this unit that it was initially referred to only as "the formation" and its members generally referred to it by its technical cover name, the Independent Training Center of the KGB USSR. The unit's codename was Vympel (pennant).



BRITISH SPECIAL FORCES SUPPORT GROUP, IRAQ

After the end of the intervention in Afghanistan and the fall of the Soviet Union, Spetsnaz and other specialized formations continued to be a core element of the reorganized Russian military. They also became important players in the chaotic birth of the new Russia, often refusing to participate in coups or countercoups and suffering the consequences. Spetsnaz elements also played important roles in the first and second conflicts in Chechnya and continue to support Russian internal security efforts in the North Caucasus. These forces continue to perform a variety of missions, such as special reconnaissance and counter-terrorism, and also continue to provide broad support to the rest of the Russian armed forces like their predecessors. Elite special operations elements like Alfa and Vympel continue to operate, and are generally associated with Russia's main internal intelligence agency, the FSB. The special operations forces assigned to the Russian military, the MVD, and FSB, all fall under the generic Spetsnaz heading, but in the foreign press this term is more often used for Army special operations forces. The MVD's para-military arm has adopted the term Special Purpose Police Detachment (Otryady Militsiy Osobogo Naznacheniya, or OMON), while the para-military forces assigned to the FSB are often referred to just as FSB troops.

EUROPEAN SPECIAL OPERATIONS FORCES

UNITED KINGDOM: UNITED KINGDOM SPECIAL FORCES (UKSF)

UKSF is comprised of a number of units, chief amongst them the legendary 22 Special Air Service (22SAS) and their naval equivalents, the Special Boat Service (SBS). Both of these units can trace their lineage to special operations conducted during World War II with the SAS developed in the North Africa theatre as a behind-the-lines raiding and reconnaissance unit (along with the Long Range Desert Group (LRDG) who often ferried SAS direct action teams to their targets). The SBS began as the Special Boat Troop, swimmer/canoeists that were tasked with covert raiding and beach reconnaissance.

The SAS and the SBS survived the post war cull of UK special operations units (although the SAS was briefly disbanded and the SBS administratively passed to the Royal Marines) and have since been deployed in every conflict that the United Kingdom has been involved with – overtly or covertly. This has included Korea, Malaya, Oman, the Falklands, Iraq and Afghanistan and innumerable counter terrorist operations within Northern Ireland and mainland Britain as well as overseas (22SAS was responsible for Operation *Nimrod*, the famous hostage rescue and re-taking of the Iranian Embassy in 1980).

Post September 11, 2001, 22SAS operated predominantly in Iraq with the US Delta Force whilst the SBS were assigned the Afghanistan theatre although since the withdrawal of UK forces from Iraq, 22SAS are heavily committed in Afghanistan along with other more covert efforts in regional conflict zones (including the

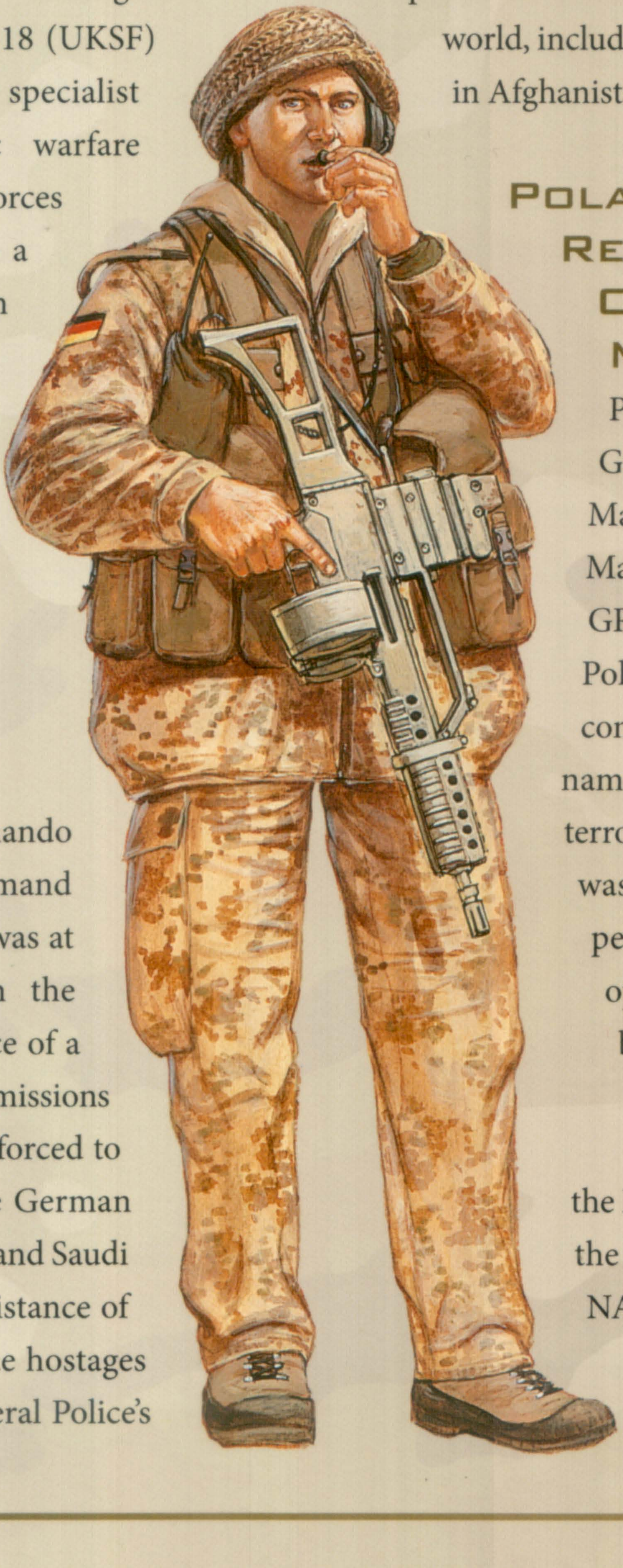
AN SAS MEMBER USES A DR IX PHONE SYSTEM TO RELAY AN EXACT TARGET AREA FOR A HELLFIRE MISSILE STRIKE. (US DOD) deployment of the officially unacknowledged E Squadron which conducts black SOF operations).

Also falling under the UK Special Forces Directorate are a number of other SOF units; the Special Forces Support Group (SFSG), which is based around elements from the Parachute Regiment, RAF Regiment and the Royal Marines and conduct operations in support of the UK Tier One units; the Special Reconnaissance Regiment (SRR) who are an Army unit that conducts special reconnaissance and intelligence preparation of the battlefield; the 18 (UKSF) Signals Regiment which provides specialist communications and electronic warfare capabilities; and the Joint Special Forces Aviation Wing which commands a number of RAF and Army Aviation units to provide direct UKSF support. Finally there are the reserve components of both the SAS and SBS that see regular active service.

GERMANY: KOMMANDO SPEZIALKRÄFTE

Germany's formation of the Kommando Spezialkräfte (Special Forces Command or KSK) in 1996 stems from what was at the time a major deficiency in the German armed forces – the absence of a unit that could perform specialized missions abroad. In 1990–91, Germany was forced to seek help from NATO to evacuate German citizens from hot spots such as Iraq and Saudi Arabia, and even requested the assistance of Belgian Para-Commandos to rescue hostages in Rwanda in 1994. While the Federal Police's premier counter-terrorism unit GSG-9 was more than capable to deal with crises within Germany, it was not readily able to tackle operations overseas.

Out of this need for special operations capability came KSK, which replaced the German Army's Luftlandebrigade 25 (25 Airborne Brigade). The KSK carried the honors of that unit and recruited heavily from elite paratroopers and members of Fernspähtruppe (Remote Reconnaissance Corps). KSK was first made public in 1997 and has since been active around the world, including in support of NATO operations in Afghanistan.



GERMAN KSK, AFGHANISTAN

POLAND: GRUPA REAGOWANIA OPERACYJNO-MANEWROWEGO

Poland initially established the Grupa Reagowania Operacyjno-Manewrowego (Operational Maneuver Response Group or GROM; *grom* also means "thunder" in Polish, which was apparently a consideration when creating the unit's name) in 1990 as an elite counter-terrorism force of the National Police. It was subsequently tasked with performing covert and clandestine operations and has been described by western observers as a tier one or near-tier one unit. GROM was transferred to the direct control of the Polish Ministry of Defense in 1999, the year in which Poland joined NATO.

During the 1990s, elements of GROM deployed to the Balkans in support of the United Nations Transitional Administration for Eastern Slavonia, Baranja and Western Sirmium (UNTAES) mission in Croatia. Elements of GROM were deployed to Kosovo in 2001 and, after the events of September 11, 2001, to operations in Afghanistan and Iraq.

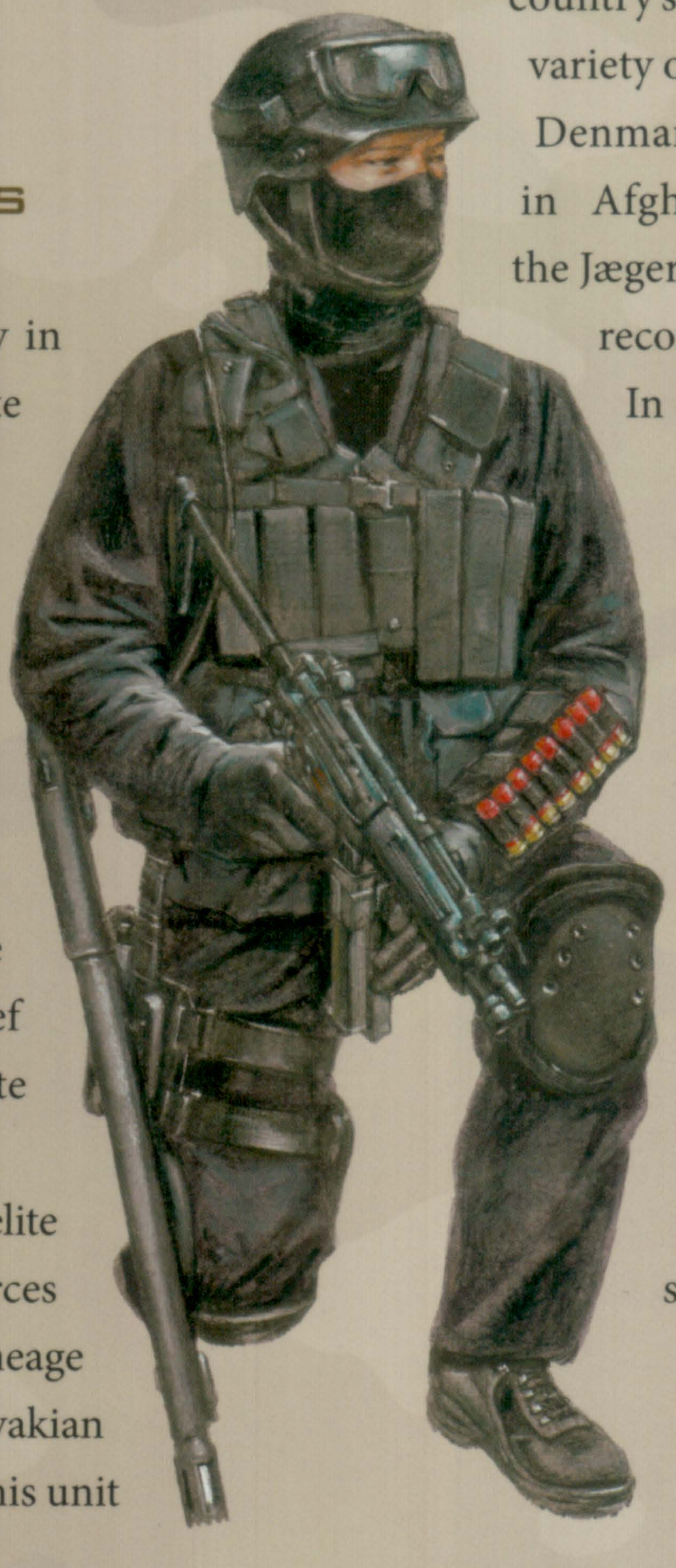
GROM is currently part of the Polish Special Operations Command (POLSOCOM), along with other special operations units. Between POLSOCOM's formation in 2007 and 2008, GROM's budget was part of the overall POLSOCOM budget. After 2008, GROM's budget was made separate to again give it the highest possible priority. GROM continues to be the premier special operations unit in Poland.

Other European Special Operations Forces

Almost every, if not every, country in Europe has some manner of elite military or paramilitary force. Many of these are largely focused with internal missions like counter-terrorism, though they might travel abroad to conduct exercises, train with foreign peers, or even conduct a foreign internal defense/security force assistance type mission. What follows is a brief discussion of smaller European elite formations.

The Czech Republic expanded its elite formation into the 601st Special Forces Group in 2002. This unit traced its lineage back to the creation of the Czechoslovakian Airborne Brigade in 1952. In 1976, this unit was tasked with conducting unconventional warfare in the event of a conflict, including sabotage and other harassment in enemy rear areas. After the Cold War, the Czech Republic and Slovakia split peacefully in 1993 and in 1995 the unit was redesignated as the 6th Special Brigade. In 1998, a special forces company was activated inside the brigade, which formed the nucleus for what became the 601st Special Forces Group. The Czech Republic deployed elements of the 601st Special Forces Group to provide special operations capability in support of NATO operations in Afghanistan. The Czech Republic joined NATO in 1999.

Denmark established the elite Jægerkorpset (Hunter Corps) in 1961 and it has transformed into the country's premier elite formation, tasked with a variety of missions including counter-terrorism. Denmark's contributions to NATO operations in Afghanistan have involved elements of the Jægerkorpset, tasked with conducting special reconnaissance and other special operations. In 1999, Hungary joined NATO. Following the events of September 11, 2001, it became clear that special operations forces were a capability in high demand. In 2003, the Hungarian Defense Ministry proposed and approved the development of a special operations capability. The resulting organization, Hungarian Special Operations Forces (HUNSOF), includes the 34th "László Bercsényi" Special Operations Battalion among other units. This unit, established in 2005, later deployed to Afghanistan to support NATO operations there.



Polish GROM, Iraq

In 1982, Norway established the Forsvarets Spesialkommando (Defense Special Commando or FSK), primarily to provide support in the event of a terrorist attack on oil and gas platforms in the North Sea. This unit was eventually reorganized into the Forsvarets Spesialkommando – Hærens Jegerkommando (Defense Special Commando – Army Ranger Command or FSK/HJK), which is no longer limited to counter-terrorism, but is tasked with performing all manner of special operations. Elements of the FSK deployed to Afghanistan to support NATO operations there.

With the decision by Romania to pursue NATO membership, it was determined that a special operations capability was necessary. The events of September 11, 2001 and the highlight of special operations forces in operations around the world only intensified this need. In 2003, Romania began the formation of what would become the 1st Special Operations Regiment, which currently has three battalions, the 610th "Vulturi" Special Operations Battalion, and the 60th "Băneasa-Otopeni" and 498th "Smaranda Brăescu" Paratroop Battalions. The two parachute battalions could trace their history back to Romania's 2nd Paratroop Brigade, which had been established in 1941. Romania joined NATO in 2004. Elements of the 1st Special Operations Regiment subsequently deployed to Afghanistan to support NATO operations there.

CANADA: JOINT TASK FORCE 2

Canada's elite counter-terrorism unit, Joint Task Force 2 (JTF 2), came into being after a decidedly up and down history of elite infantry units in Canada. Various factors contributed to the decision to disband the country's Special Air Service Company in the 1940s, in favor of an elite rapid reaction airborne element. Such elements continued in various guises until the Canadian Airborne Regiment was disbanded in 1995. This unit had carried the battle honors of the combined US–Canadian 1st Special Service Force and 1st Canadian Parachute Battalion.

JTF 2 was created in 1993 as the country's pre-eminent counter-terrorism force, replacing the Royal Canadian Mounted Police's Special Emergency Response Team (SERT) as the most capable formation of this type in the country. It was reported that many of JTF 2's initial recruits came from the Canadian Airborne Regiment. The story of the formation of the unit largely remains a closely guarded secret, but it was reported to have much to do with the inability for SERT to conduct overseas operations. One of JTF 2's first tasks was to deploy in support of Canadian peacekeepers in Bosnia, where they were tasked with hostage rescue and tracking down Serb snipers in Sarajevo. JTF 2 was reportedly also deployed to Haiti in 1996 to advise local police forces.

With the events of 9/11 in the United States, it became clear that the capabilities provided by JTF 2 would be in high demand. An official report on the state of Canada's counter-terrorism forces, published in November 2001, recommended that the unit be

A GROM SQUAD SECURES PART OF THE PORT OF UMM QASR, IRAQ, IN 2003. (US DOD) increased fourfold. Elements of JTF 2 were subsequently deployed to Afghanistan and to Iraq in support of coalition operations in both countries. JTF 2 also reportedly deployed to Haiti in 2004 to protect Canadian interests during the crisis following the ouster of President Jean-Bertrand Aristide. JTF 2 also conducts mission domestically, including supporting the 2010 Winter Olympics in Vancouver.

ISRAELI SPECIAL OPERATIONS FORCES

The modern nation of Israel was born out of conflict. Large-scale conflicts with its neighbors marked the first thirty-four years of its existence, culminating in the intervention in Lebanon in 1982. Israel would maintain forces in a buffer zone in that country until 2000. Israel again launched a punitive operation into Lebanon in 2006. Israel maintained forces in the West Bank and the Gaza Strip territories even after the establishment of the Palestinian Authority in 1993, a well. In late 2005, Israel withdrew from the Gaza Strip, but has since continued to conduct punitive operations there.

The irregular nature of the Palestinian resistance movement to Israel, along with the international backers of the various factions, was ever present in the background of these larger campaigns. Terrorism and guerrilla warfare in many instances defined the peace. Israel quickly acknowledged the hybrid threat it faced from conventional militaries and irregular forces. Part of the response was to establish specialized units. Unlike special operations forces in many other militaries around the world that are tasked with the full breadth of special operations missions where ever required, Israel has preferred to establish small, dedicated, specialized, and often hyper-localized units. Each of the Israeli Defense Force's (IDF) infantry brigades also has a special operations capable reconnaissance battalion or Gdud Siour (abbreviated GADSAR). In the end this means that Israel's special operations units are large in number, even if they are not necessarily large in overall man power. Special operations forces are also subsequently spread across the military, internal security agencies, and intelligence services. Currently, Israel has over twenty individual special operations units. These units are tasked with missions ranging from counter-terrorism and hostage rescue operations in specific areas, to deep reconnaissance and intelligence gathering.

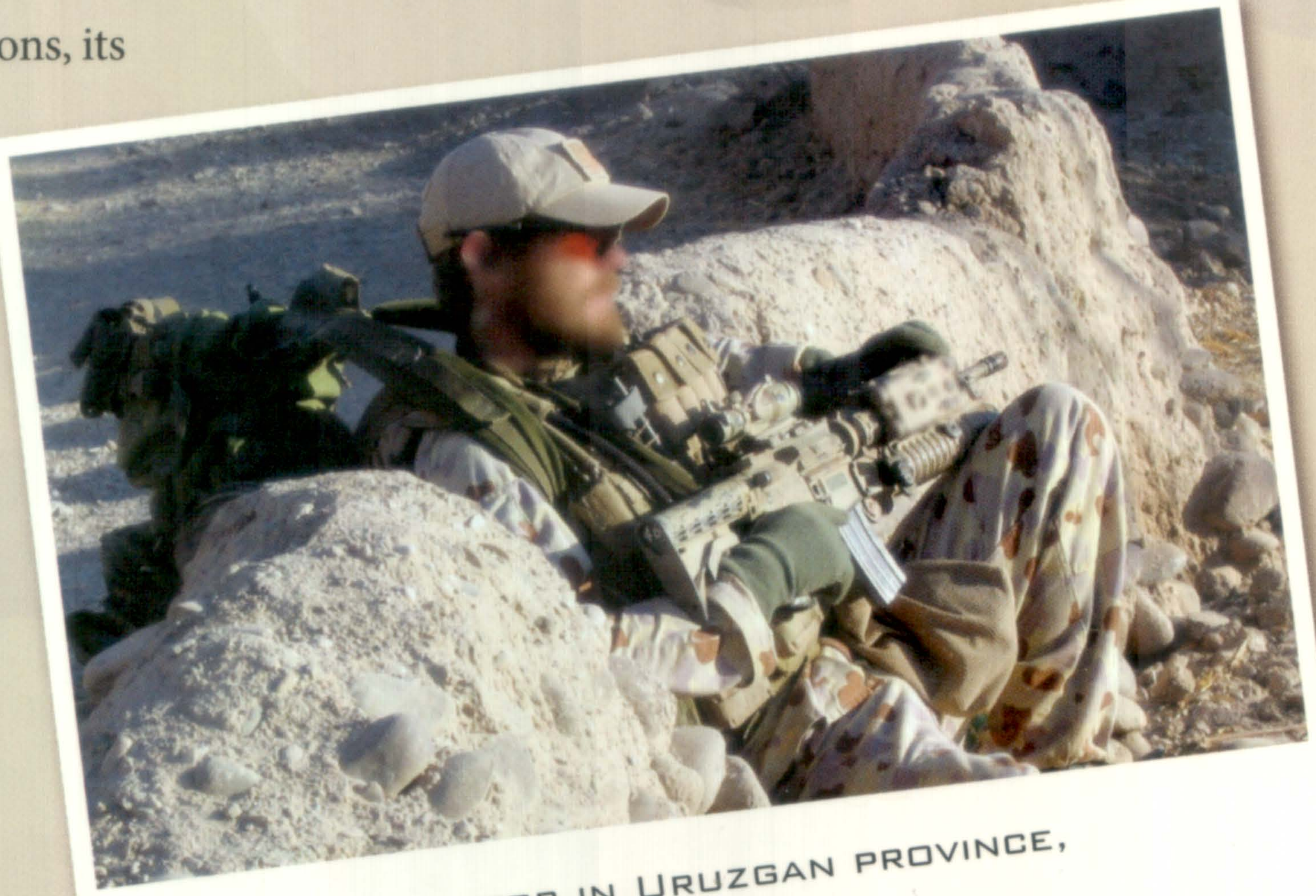
The military forces of the state of Israel were not unfamiliar with irregular and unconventional warfare, having drawn in part from the membership of Jewish resistance organizations that had fought against British security forces during the so-called Mandate period. Members of the Hagana and other groups formed specialized formations to conduct sabotage and other demolitions, direct action, and the smuggling of arms and other materiel. During Israel's war of independence, elite units were limited to the specialized reconnaissance platoon of the Golany Infantry Brigade (the Golany Brigade had been formed from Hagana elements) and the T'zanhanim Company, Israel's first airborne infantry company.

Neither of these units was effective against the emerging irregular threat following the formation of Israel, however, and a unit to respond to such threats, Unit 30, was activated in 1951. Lacking sufficient resources, Unit 30 was disbanded in 1952. In 1953, another similar unit, Unit 101, was established. Unit 101, perhaps the first true Israeli special operations unit, was disbanded five months after its creation after elements massacred unarmed civilians during a retaliation operation in the town of Qibya in the West Bank territory.

Still desiring a true special operations capability, Israel created Sayeret Matkal in 1958, leveraging experience from Unit 101 and with heavy influence from the British Special Air Service. The rise of terrorist attacks in the 1970s caused the unit to greatly expand its ability to respond to such incidents. Sayeret Matkal continues to this day to be one of Israel's premier special operations units. The term "*sayeret*" (meaning reconnaissance unit in Hebrew) has, like spetsnaz in Russia, become catch-all to describe Israeli special operations forces as well, even if the unit is not technically designated as sayeret.

The IDF's naval commando unit, Shayetet 13 (S'13; Flotilla 13) also has its origins in the War of Independence. The Hagana had sabotage units that had been tasked with underwater and maritime operations and in 1949 these elements were formed into Shayetet 13. Confusion over the roles and missions of the unit and how to conduct training for them led to inauspicious performance during the Six Day War in 1967 and the Yom Kippur War in 1973. In 1979, the unit's newly appointed commanding officer Amy Ayalon restructured the unit and its training program, greatly increasing its effectiveness. While the unit worked in its traditional maritime domain, intercepting arms shipments to militants and other counter-terrorism operations, its overall capabilities led to it being deployed on land for similar missions as well. In May 2010, members of S'13 were involved in the now infamous boarding of the MV Mavi Marmara, a ship in the Gaza Freedom Flotilla seeking to break the Israeli maritime blockade of the Gaza Strip. During the boarding operation a number of S'13 members were injured. Nine individuals aboard ship were killed and many others injured during a violent attempt to repel the commandos.

While Sayeret Matkal and S'13 are some of the better known IDF special operations, there are many more. The Israeli Air Force's Sayeret Shaldag, an elite reconnaissance unit is tasked with designating targets for air strikes. Also known as the Special Air Ground Designating Team, the unit was created in 1974, but only publically disclosed in 1994. IDF special operations forces also make use of an undercover unit, Duvdevan, for operations in the territories, as well as a specialized canine unit Oket'z, among many others. As noted special operations units exist in other agencies as well, such as the Israeli Border Guard (MAGAV). Units within the MAGAV like YAMAM and YAMAS provide counter-terrorism and under-cover operations capability like their IDF cousins. Tension reportedly exists between the IDF's special operations units and similar units in entities like the MAGAV over who has primary responsibility during crises. Special operations units throughout the Israeli security forces continue to be active and ready given the omnipresent threat of terrorism and irregular warfare.



AN SASR OPERATOR IN URUZGAN PROVINCE, AFGHANISTAN, 2007. (COURTESY OF AUSTRALIAN MOD)

ASIA-PACIFIC SPECIAL OPERATIONS FORCES

AUSTRALIA: SPECIAL OPERATIONS COMMAND-AUSTRALIA (SOCOMD)

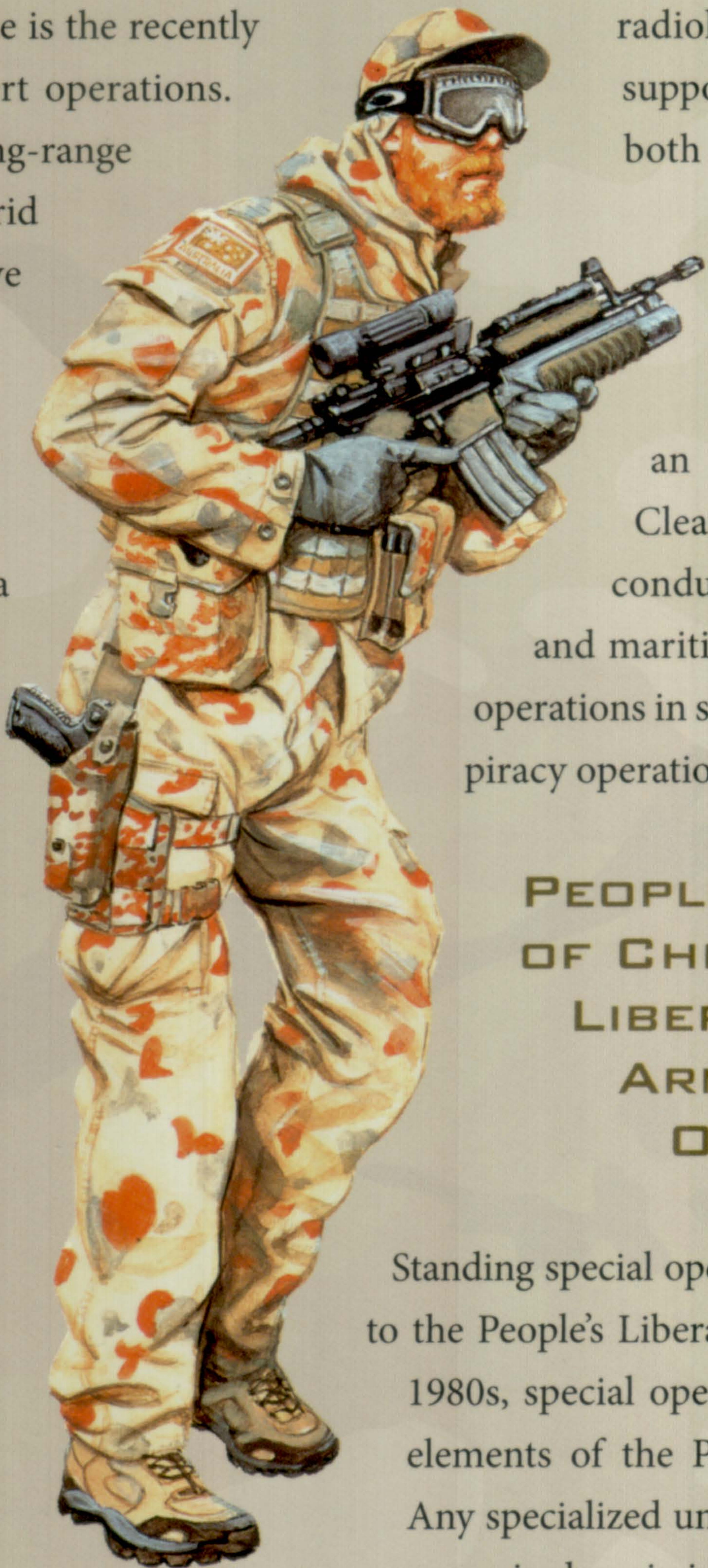
SOCOMD commands all of Australia's Special Operations Forces. Principal amongst these is the Special Air Service Regiment (SASR) formed in 1957. The SASR is comprised of four operational squadrons based on the UKSF model- one of these is the recently raised 4 Squadron who conduct covert operations. SASR's traditional mission has been long-range special reconnaissance particularly in arid and jungle environments. They have deployed operationally in Malaya, Borneo, Vietnam, Papua New Guinea, Somalia, East Timor, and later to Iraq and Afghanistan. In Vietnam, SASR were known by the opposition as "Ma Rung" or the "Phantoms of the Jungle" and had the highest kill ratio respective of its size of any unit within South Vietnam.

SASR also maintain Australia's principal counter terrorism unit, Tactical Assault Group – West (TAG-W), supported by Tactical Assault Group- East (TAG-E) raised principally from 2 Commando Regiment.

1 and 2 Commando Regiments also fall under the command of SOCOMD – 1 Commando being primarily a reservist unit whilst 2 Commando provide both a unilateral direct action and a force protection capability to SASR. 2 Commando also mans the TAG-E standby counter terrorist unit. Both units operated extensively in Iraq during the invasion and in Afghanistan where they provide the majority of the manpower of the Special Operations Task Group (SOTG).

The recently renamed Special Operations Engineer Regiment supports all SOCOMD units with specialist combat engineer capability including both conventional EOD and chemical, biological, radiological and nuclear EOD support. The Regiment also supports both TAG units in the counter terrorism "black" role.

Although they do not fall under SOCOMD, the Royal Australian Navy maintains an SOF unit known as the Clearance Diving Teams who conduct beach reconnaissance, land and maritime EOD and tactical boarding operations in support of TAG-E and in counter piracy operations.



AUSTRALIAN SAS, AFGHANISTAN

PEOPLE'S REPUBLIC OF CHINA: PEOPLE'S LIBERATION ARMY SPECIAL OPERATIONS FORCES

Standing special operations forces are relatively new to the People's Liberation Army (PLA). Prior to the 1980s, special operations had been conducted by elements of the PLA on a largely ad-hoc basis. Any specialized unit created might exist only for a single mission and rarely longer than any specific campaign, after which the personnel would be returned to their original units.

The Sino-Vietnamese War and close observation of operations in Southwest Asia in 1990-1991 led the PLA to develop a standing organic special operations component. The exact nature of special operations forces in the PLA is kept a secret and specific information is hard to come by. Special operations forces also exist in the People's Liberation Army Air Force and People's Liberation Army Navy.

Currently, the PLA's special operations forces are deployed in the form of regiment-sized Special Operations Groups assigned to each of China's seven military regions. Each Special Operations Group has three subordinate battalions in addition to a headquarters and support element. As in many other cases, the Intelligence Department of the PLA General Staff Department is believed to be the entity charged with managing special operations forces. The Special Operations Groups are also believed to be tied in with the intelligence departments of the military region they serve. Despite this association with the intelligence component, the main missions performed by PLA special operations forces are said to be direct action, special reconnaissance, and counter-terrorism. Unlike other special operations components around the world, PLA special operations forces do not necessarily have an unconventional warfare role, though they could no doubt be inserted to conduct operations behind enemy lines in the event of a crisis.

NORTH KOREA: KOREAN PEOPLE'S ARMY SPECIAL OPERATIONS FORCE

Accurate information about just about anything in secretive North Korea (technically the Democratic People's Republic of Korea) is difficult to obtain. Much of the information about its military capabilities come from careful examination of public displays and now dated intelligence estimates that have been made available. It is clear, however, that unconventional warfare is an important component of the Korean People's Army (KPA). This is unsurprising given the KPA's history. The KPA lauds its formative history as an anti-Japanese guerrilla force under the leadership of the North's first leader Kim Il Sung. During the Korean War, as UN forces drove far into the northern parts of the Korean Peninsula, guerilla warfare again became a primary concern of the KPA. After the Armistice, infiltration of forces and harassment of allied forces in the Republic of Korea (South Korea) was an important part of the North's continuation of the conflict.

By the late 1990s, the KPA's Special Operations Force was estimated at approximately sixty-thousand individuals organized in twenty-two special operations forces brigades and independent infantry battalions. Though capable of specialized missions like deep reconnaissance and raiding, its primary function was to be able to open a "second front" against allied forces in the South or in areas of the North occupied in the event of another major offensive. The exact organization of these forces is unknown, but in the event of an actual conflict, it would likely be ad-hoc, with elements attempting to harass the enemy in their rear areas and otherwise disrupt their ability to freely operate.

SOUTH KOREA: REPUBLIC OF KOREA ARMY SPECIAL WARFARE COMMAND

Just as the Korean People's Army has made unconventional warfare a priority, so has the Republic of Korea Army (ROKA). Still technically at war, specific details about military formations are almost as difficult to obtain about South Korea as they are about the North. The seesaw nature of the first years of the Korean War also instilled the importance of unconventional warfare in the South. With the tides turned on allied forces members of the fledgling ROKA were called upon by the US to take part in unconventional warfare operations during the Korean War. The experience of KPA forces speeding southward, supported by hundreds of thousands of Chinese "volunteers," highlighted the value of stay behind forces to harass the enemy.

Unconventional warfare operations continued up until the armistice and likely afterward. For instance, in May 2012, the commander of the US's Special Operations Command Korea, Brigadier General Neil H. Tolley, suggested that intelligence gathering operations were being conducted in the North by US and South Korean special operators. It was later stated that the General had been speaking hypothetically about what would happen should conflict on the peninsula resume.

As of 2010, the ROKA Special Warfare Command had seven Special Operations Brigades and a single special mission unit: the 707th Special Mission Battalion. The Special Operations Brigades were seen as comparable in organization and mission to US Army Special Forces Groups, while the 707th Special Mission Battalion was seen as similarly comparable to the US Army's Delta Force. Planned ROKA reorganizations were expected to eliminate a single Special Operations Brigade and the independent 707th Special Mission Battalion in favor of an Airborne Brigade and a Special Mission Brigade.

MINIATURES GUIDE

Special Operations forces are so well-loved in our hobby that there's no shortage of figures available for us to send on un-heralded missions far behind enemy lines. We're going to shine the spotlight on a few of our favorite manufacturers of these types of figures in the major scales but we're probably leaving out some good sources, so please, have a look around yourself as well.

Manufacturers identified with an asterisk are supporters of the Ambush Alley Games "Special Operators Group" and offer SOG members special discounts or services. If you're interested in learning more or becoming an SOG member to receive these discounts, please visit http://ambushalleygames.com/sog/welcome

15mm Figure Sources

***QRF (quickreactionforce.co.uk)**

QRF offers an unparalleled range of modern and ultra-modern figures and vehicles whose expansion shows no signs of slowing down! QRF's line of helicopters alone makes it a valuable source for 15mm special operations gaming!

***Rebel Minis (rebelminis.com)**

Rebel Minis produces a fine line of 15mm modern figures, including some designed specifically for use as Special Operators. Their excellent US infantry figures could definitely be used as Rangers, Special Forces, etc., as well.

Peter Pig (peterpig.co.uk)

A SELECTION OF QRF FIGURES AND VEHICLES IN 15MM.

PETER PIG'S OUTSTANDING 15MM USMC FIGURES.

SOME OF REBEL MINIS' EXCELLENT SOF FIGURES IN 15MM.

Peter Pig manufactures superb 15mm modern miniatures, and while they do not produce special operator figures per se, many of their figures could certainly be drafted into duty as members of the silent service.

20MM FIGURE SOURCES

***Elhiem Figures (elhiemfigures.com)**

Elhiem Figures is Ambush Alley Games' licensed manufacturer of modern and ultra-modern miniatures. Elhiem works tirelessly to meet the gaming needs of *Force on Force* players and we're proud to say they produce some of the finest, highest detailed miniatures on the market in *any scale!*

Elhiem also distributes the fine Wartime and the Sergeant Major Miniatures lines of 20mm figures.

***S&S Models (sandsmodels.com)**

S & S Models are suppliers of excellent 20mm figures, vehicles, and terrain for modern gamers. Requesting their full PDF catalog is *definitely* worth the effort!

***Under Fire Miniatures (underfireminiatures.com)**

Under Fire Miniatures has a wide range of figures ranging from WWII to today and their ranges are constantly expanding.

Liberation Miniatures (rhmodels.com)

Liberation Miniatures is another great source for modern and ultra-modern 20mm figures (and vehicles). Liberation has something to offer whether you're interested in gaming the post-war period or clashes described on yesterday's news.

28MM FIGURE SOURCES

***Eureka Miniatures (eurekaminusa.com *or* eurekamin.com.au)**
Eureka produces some fantastic 28mm modern figures, including the iconic Seal Team Six figures (complete with MWD in jump goggles) and Marine Force Recon figures. Their opposition force figures are beautiful, too. Highly recommended!

***Red Star Miniatures (redstarminiatures.eu)**
Red Star produces a fantastic line of 28mm figures and vehicles for the Chechen Wars that are perfect for special operations games. The sculpting and posing of these figures is very distinctive and *very* attractive!

THREE OF EUREKA'S OUTSTANDING SEAL TEAM SIX FIGURES.

Empress Miniatures (empressminiatures.com)
Empress shares a lot of history with Ambush Alley Games and began designing 28mm figures specifically with our games in mind. They've got a fantastic selection of British, US, and Taliban figures that are all aimed special operations gaming. The quality of Empress sculpts is second to none.

AMAZINGLY DETAILED 28MM SOF OPERATORS BY EMPRESS MINIATURES.

BEAUTIFUL 20MM NORTH AFRICAN BUILDINGS FROM NAJEWITZ MODELLBAU.

TERRAIN SOURCES

***Najewitz Modellbau (lasermodellbau.de)**

Museum quality terrain in 15, 20, and 28mm scales, Najewitz Modellbau is a licensed manufacturer of modern terrain for use with *Force on Force.* The quality of these buildings is breathtaking and must be seen to be fully appreciated!

Gamecraft Miniatures (gamecraftminiatures.com)

Gamecraft manufactures high quality terrain in 15mm, 20mm, and 28mm (not to mention 6mm) and at a variety of price points. With buildings ranging from resin models to laser-cut foam core or MDF, Gamecraft has just what a modern wargamer needs at the price he wants to pay.

***S&S Models**

See above – these guys produce fantastic buildings and a plethora of detail features like trash, crates, strings of laundry, etc., that really bring a table to life!

***Combat Wombat (combatwombatminiatures.com)**

Combat Wombat now offers fantastic 20mm detail clutter to truly "urbanize" your gaming space – refrigerators, chest freezers, piles of trash bags, dumpsters – everything you need to recreate the mean streets of modern warfare.

GLOSSARY OF TERMS & ACRONYMS

A

ACOG:	Advanced Combat Optical Gun sight
AAR:	After Action Report
AAV-7:	An amphibious APC in use with the USMC. Also known as a "Tuna Boat."
ADA:	Air Defense Artillery
AFFOR:	Air Force component of a Joint Task Force
AGL:	Automatic Grenade Launcher
AK:	Avtomat Kalashnikova; Kalashnikov automatic rifle
ALS:	Advanced Life Saving
Amtrac:	USMC slang for an AAV-7 amphibious APC
AO:	Area of Operations
AOR:	Area of Responsibility
AP:	Anti-Personnel
APC:	Armored Personnel Carrier
AQ:	Al Qaeda
AQI and AQIZ:	Al Qaeda in Iraq
ARFOR:	Army forces component of a Joint Task Force
AT:	Anti-Tank
ATK-AVN:	Attack Aviation (Helicopter gunships)
ATGM:	Anti-Tank Guided Missile

B

BDA:	Battle Damage Assessment
BN:	Battalion

C

CASEVAC:	Casualty Evacuation
CCP:	Casualty Collection Point
CCT:	Combat Control Team
CFSOCC:	Coalition Forces Special Operations Component Command
CH-46:	USMC medium lift transport helo – extremely old aircraft
CH-47:	US Army heavy lift transport helo
CH-53:	USMC heavy lift transport helo
CIB:	Combat Infantry Badge
CJSOTF:	Combined Joint Special Operations Task Force
CJSOTF-A:	Combined Joint Special Operations Task Force – Afghanistan
COIN:	Counter Insurgency
COMMO:	Communications
COP:	Combat Outpost
CP:	Command Post
CSAR:	Combat Search and Rescue
CSE:	Combat Support Engineers
CSOCC:	Combined Special Operations Command
CSS:	Combat Service Support

D

DET ONE:	Detachment One – USMC Special Operations Command Detachment
DEVGRU:	Naval Special Warfare Development Group
DIVARTY:	Division Artillery
DRAGON:	US M47 ATGM
DShK:	Degtyarov-Shpagin Krupnokalibernyj; Degtyarov-Shpagin Large Caliber; Russian heavy machine gun

E

EOD:	Explosive Ordinance Demolition – the "bomb squad"

F

FA:	Field Artillery
FDC:	Fire Direction Center
FIST:	"Fire Support Team," a field artillery forward observation team
FO:	Forward Observer. A spotter for artillery fires
FOB:	Forward Operating Base
FOBBIT:	Non-combatants assigned to an FOB.
FSE:	Fire Support Element – artillerymen attached to brigade HQ to coordinate and control artillery fires.
FSG:	Fire Support Group
FTL:	Fireteam Leader

G

GMG:	Grenade Machine Gun (See AGL)
GPMG:	General Purpose Machine Gun
GPS:	Global Positioning System
GSR:	Ground Surveillance Radar

H

HEAT:	High Explosive Anti-Tank
HHC:	HQ and HQ Company
HLS:	Helicopter Landing Site
HLZ:	Helicopter Landing Zone
HMG:	Heavy Machine Gun
HMMWV:	High Mobility Multipurpose Vehicle. The ubiquitous "Hummer" or "Humvee"
HQ:	Headquarters
HRS:	Humanitarian Relief Sector
HUMINT:	Human Intelligence
HUMVEE:	US soft-skinned utility, troop, or gun carrier
HVT:	High Value Target

I

ICOM Chatter:	Intelligence Communications Chatter – enemy chatter over unsecured radio frequencies
ICRC:	International Committee of the Red Cross
IED:	Improvised Explosive Device
ILLUM:	An illumination round
IR:	Infra-Red
ISR:	Intelligence, Surveillance, and Reconnaissance
ISTAR:	Intelligence, Surveillance, Target Acquisition, and Reconnaissance

J

JDAM:	Joint Direct Attack Munitions
JPEL:	Joint Priority Effects List. A database of key insurgent leaders, bomb makers and logisticians
JSOTF:	Joint Special Operations Task Force
JTAC:	Joint Terminal Air Controller
JTF:	Joint Task Force

K

KIA:	Killed in Action
KM:	Kilometer

L

LBE:	Load Bearing Equipment
LIC:	Low Intensity Combat – term used to describe low level guerilla warfare/insurgencies.
LMG:	Light Machine Gun
LP:	Listening Post
LRSU:	Long-Range Surveillance Unit

M

M1A1:	US "Abrams" Main Battle Tank
M113:	Vietnam era US APC. Exported to many allied nations.
M16A2:	Standard assault rifle of the US Army and USMC (in this period)
M203:	40mm grenade launcher mounted under barrel of an M16A2
M249:	US 5.56mm SAW
M2HB:	M2 Heavy Barreled Machine Gun (.50 Caliber Browning MG). Often mounted on vehicles
MAC:	Military Airlift Command
MARFOR:	USMC component of a Joint Task Force
MARK 19:	(MK. 19) Crew-served 40mm automatic grenade launcher. Often mounted on vehicles
MEDCAP:	Medical Civil Affairs Program. Army medics providing medical services to local Somalis
MEDEVAC:	Medical evacuation
MEF:	Marine Expeditionary Force
MFC:	Mortar Fire Controller
MG:	Machine Gun
MOE Gear:	Means of Entry Gear
MOUT:	Military Operations on Urban Terrain
MP:	Military Police
MSR:	Main Supply Route

N

NAFOR:	Navy force component of a Joint Task Force
NCO:	Non-Commissioned Officer
NGO:	Non-Government Organization

O

OH-58:	US Army two man observation helicopter
ODA:	Operational Detachment Alpha. SF "A-Team"
OOTW:	Operations Other Than War
OP:	Observation Post; Also, Operation
OPSUM:	Operation Summary
OSS:	Office of Strategic Services

P

PGM:	Precision Guided Munition
PJ:	US Para-Jumper. Elite USAF rescue and combat medicine experts
PKM:	Pulyemyet Kalashnikova Modernezerovanoi: Kalashnikov Modernized Machine Gun; a Russian GPMG
POI:	Person of Interest
PRC-126:	US Squad level radio
PVO:	Private Volunteer Organization

Q

QRF:	Quick Reaction Force

R

RCT:	Regimental Combat Team
RCP:	Routine Clearance Patrol – a patrol of combat engineers aimed at clearing IEDs from a route
RGL:	Rifle Grenade Launcher
ROE:	Rules of Engagement
RPG:	Rocket Propelled Grenade
RTO:	Radiotelephone operator. Also, "Ratelo"

RWS:	Remote Weapon System – usually a top mounted weapon system that can be controlled within the vehicle without exposing the gunner

S

SAD:	CIA Special Activities Division
SAS:	Special Air Service
SASO:	Stability and Support Operations
SAW:	Squad Automatic Weapon
SBIED:	Suicide Bomber IED
SEAL:	Sea, Air, and Land. Naval special operations forces
SF:	Army Special Forces. "Green Berets"
SIGINT:	Signal Intelligence
SMAW:	Shoulder-launched Multipurpose Assault Weapon
SMU:	Special Mission Unit
SOAR:	Special Operations Aviation Regiment
SOCCE:	Special Operations Command and Control Element
SOCCENT:	Special Operations Command, Central
SOCOM:	Special Operations Command
SOF:	Special Operations Forces; Also Special Operations Force component of a Joint Task Force
SOP:	Standard Operation Procedure
SQL:	Squad Leader

T

TAC:	Terminal Air Controller
TAC-AIR:	Jet fighters or fighter/bombers used in the ground support role
TACP:	Tactical Air Control Party
TAOR:	Tactical Area of Responsibility
TF:	Task Force
TOC:	Tactical Operations Center
TQ:	Troop Quality

U

UGL:	Under-slung Grenade Launcher (See RGL)
UH-60:	US Black Hawk medium lift transport helo
UNISOM I:	United Nations Mission to Somalia before US Intervention
UNISOM II:	United Nations Mission to Somalia after US Intervention
UNITAF:	UN Intervention Task Force
USMC:	US Marine Corps
USSOCOM:	(also SOCOM) US Special Operations Command

V

VBIED:	Vehicle Borne IED
VPB:	Vehicle Patrol Base

W

WIA:	Wounded in Action
WSF:	Weapon Storage Facility

X

XO:	Executive Officer

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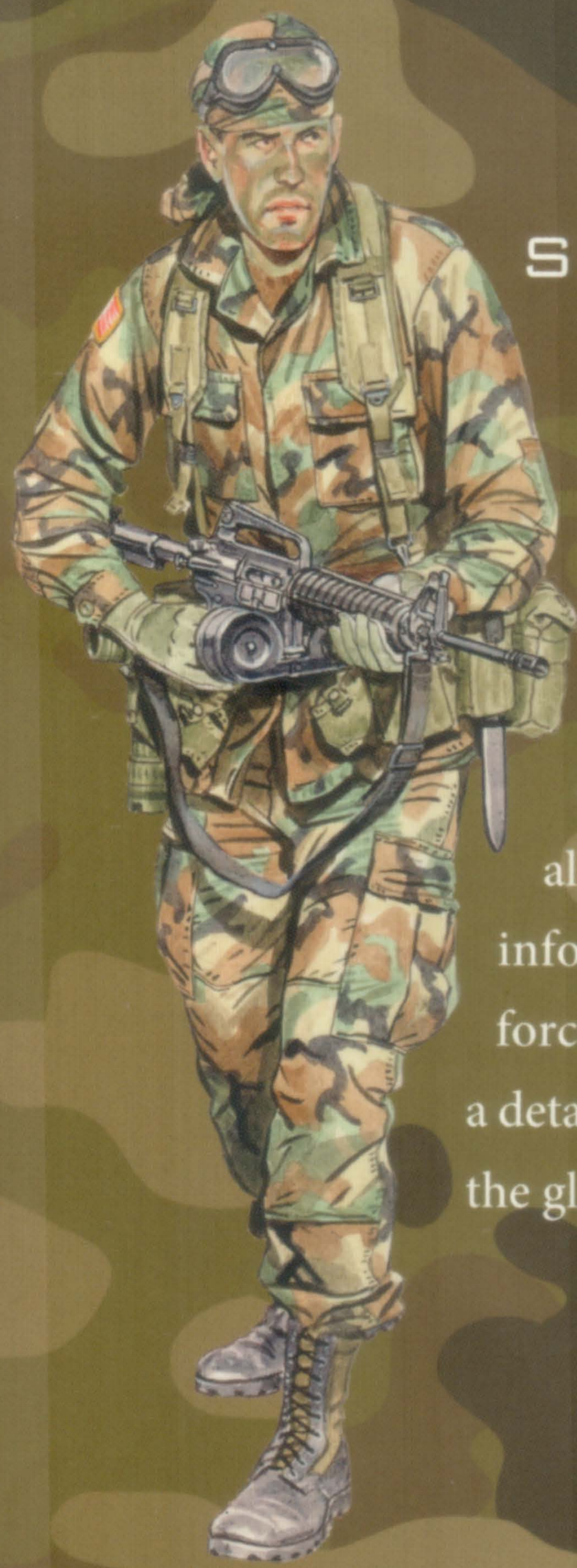

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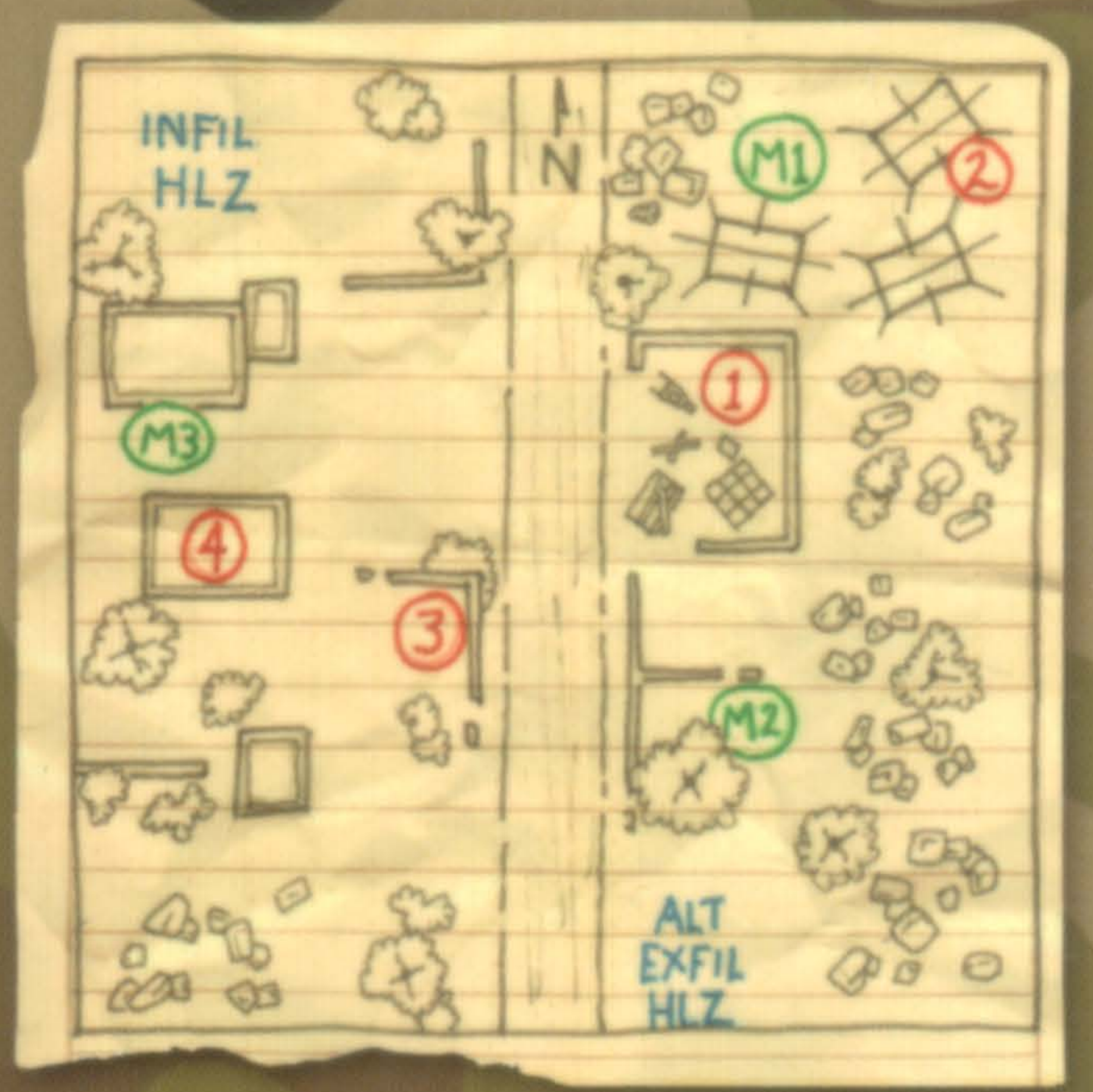

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